



PRIMA OFFICIAL GAME GUIDE

GREG KRAMER

**Prima Games
A Division of Random House, Inc.**

**3000 Lava Ridge Court
Roseville, CA 95661
1-800-733-3000
www.primagames.com**



PRIMA OFFICIAL GAME GUIDE



The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

© 2004 by Prima Games. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Games. Prima Games is a division of Random House, Inc.

Product Manager: Mario De Govia
Editor: Fernando Bueno
Designer: Kari Keating

Sid Meier's Pirates! © 2004 Firaxis Games, Inc. All Rights Reserved. Pirates!® is a U.S. registered trademark.

Firaxis Games® and Pirates! ® are Registered Trademarks of Firaxis Games, Inc.

Sid Meier's Pirates! is a trademark of Firaxis Games, Inc.

All products and characters mentioned in this book are trademarks of their respective companies.

Please be advised that the ESRB rating icons, "EC", "K-A", "E", "T", "M", "AO" and "RP" are copyrighted works and certification marks owned by the Entertainment Software Association and the Entertainment Software Rating Board and may only be used with their permission and authority. Under no circumstances may the rating icons be self-applied or used in connection with any product that has not been rated by the ESRB. For information regarding whether a product has been rated by the ESRB, please call the ESRB at 1-800-771-3772 or visit www.esrb.org. For information regarding licensing issues, please call the ESA at (212) 223-8936. Please note that ESRB ratings only apply to the content of the game itself and does NOT apply to the content of this book.

Important:

Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 0-7615-4584-0

Library of Congress Catalog Card Number: 2004109811



Contents

**A PIRATE'S LIFE FOR ME:
GETTING STARTED** 4

ERAS AND POINTS OF CALL 18

SEAFARING AND CREW MORALE 35

SHIPS, UPGRADES, AND SPECIALISTS 56

SPECIAL ITEMS 72

**OF BATTLEFIELDS, BALLROOMS, AND
BACK ALLEYS: SPECIAL MODES** 88

EARNING FAME AND FORTUNE 138

PROMOTIONS 166

PIRATES DEFEATED 180

TREASURES FOUND 188

ROMANCE 195

RELATIVES RESCUED 205

VILLAINS AVENGED 212

LOST CITIES 219





A PIRATE'S LIFE FOR ME: GETTING STARTED



Game Structure

Sid Meier's Pirates! is an open-ended game, but that doesn't mean you can just float around the Caribbean, catching some rays and watching the dolphins frolic in your wake. You must make your own way in the world, earning fame and fortune from the tools at your disposal.

To do this and do it in your own inimitable fashion, it's imperative to understand what these tools are and what can and cannot be done. You must, in other words, grasp the goal and structure of the game.

Your ultimate goal in *Sid Meier's Pirates!* is to make your pirate as famous as possible before he becomes too enfeebled by old age to command a ship.



A Pirate's Life for Me: Getting Started

AGE AND GAME STRUCTURE



As your pirate ages, it starts to show on his face.

The first thing to understand is that your pirate, though he can't "die" (either by misadventure or old age), will become less effective as he grows older. To become a legendary buccaneer, he must amass wealth and renown quickly and efficiently at whatever pursuit you choose. Time spent stuck in port hiring a new crew, in jail, or stranded on a deserted island means your pirate has less time to sail at his full capacity.

Efficiency is all about staying at sea and keeping your crew happy for as long as possible.

CREW MORALE AND GAME STRUCTURE

Sid Meier's Pirates! is played largely on the high seas. This means you must have a ship and a reasonably content crew; these points are nonnegotiable. To keep your crew happy and fed, you must earn regular income in the form of gold. How you do this, however, is a matter of personal preference.



Crew will start to desert with their share of the gold if their morale sinks too low.

If the influx of gold or the food supply runs out, your crew will become disgruntled, fight ineffectively (on land and in boarding actions) and, eventually, desert with their gold. You can dismiss a disgruntled crew en masse, but refitting a ship with a new crew consumes six precious months.



THE ROADS TO FAME

You can become famous by:

- Amassing great wealth.
- Earning promotions from the four colonial powers.
- Vanquishing the nine legendary pirates.
- Unearthing all nine pirates' buried treasure.
- Winning the heart and hand of a governor's daughter.
- Rescuing your pirate's kidnapped relatives.
- Fighting, finding, and defeating the villain who abducted your relatives.
- Locating lost cities of gold.

These actions are the currency of fame in the unruly world of *Sid Meier's Pirates!*, and you may elect to pursue any or all of them.



Fame is tracked on the Personal Status page.

A Pirate's Life for Me: Getting Started

NOTE

Given the limited effective lifespan of a pirate, accomplishing all the tasks on the Personal Status page is extremely difficult—unless you can play very, very efficiently, find ways to extend your pirate's life, and acquire the skills to succeed with his inevitably diminishing abilities. You must decide at some juncture to focus on a few specific tasks.

A player who wishes to play as a peaceful merchant, for example, will earn the bulk of his pirate's fame points by accumulating wealth, romancing governors' daughters, digging up treasure, and finding lost cities of gold. A player more bent on plunder will spend the majority of time gaining promotions, defeating pirates, rescuing relatives, and hunting down the evil villain, Montalban.



Creating a Pirate

The first steps of your great adventure require you to make many choices, most of which are unchangeable and some of which will affect your pirate's entire career.



The first steps to creating a pirate begin here. Talk to the bartender to begin.



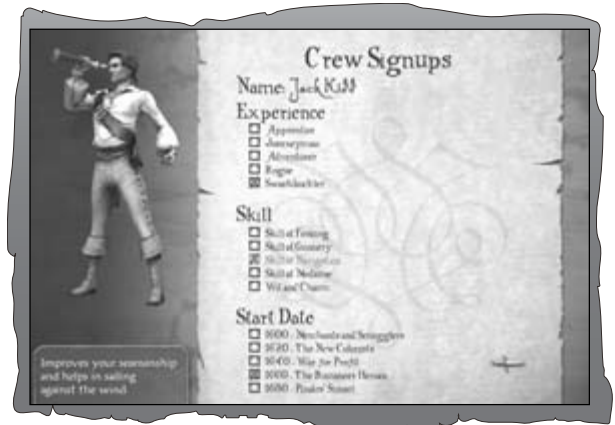
PRIMA OFFICIAL GAME GUIDE

NAME

Your pirate's name will be with him as long as he lives, so make sure it's what you want to see posted in the Hall of Fame.

EXPERIENCE (A.K.A. DIFFICULTY LEVEL)

Your pirate's experience will affect many parts of the game but, unlike other choices, it can be changed to increase or decrease the challenge of the game.







Name, experience level, a skill, and the start date are selected in the Crew Signups page.

NOTE

Since difficulty level can only be increased or decreased when dividing the plunder, doing it will cost you six fruitless months of your pirate's career.

Difficulty level alters:

-  The number of hands available in taverns to recruit for crews.
-  How quickly a crew will lose morale.
-  The percentage of your pirate's take when the gold is divvied up.
-  In ship battles, enemy accuracy, intelligence, upgrades and percentage of full damage, and the amount your ship's accuracy is automatically corrected.

A Pirate's Life for Me: Getting Started

- ⊙ In sword duels, speed of the foe and your pirate (rise and descend, respectively), number of feints enemy will use, and his ability to adjust to your pirate's attacks.
- ⊙ In dancing, speed of songs, complexity of move patterns, and time for a correct response.
- ⊙ In land battles, the number of soldiers defending ports and the odds of them having high end units (i.e. cavalry).
- ⊙ When sneaking, more guards patrol the streets.
- ⊙ Severity of aging effects.
- ⊙ Severity of wind effects and the variability of the winds.

TIP

When playing on Apprentice, Journeyman, and Adventurer difficulty levels, your ship can't be damaged in your very first sea battle. Take advantage by seeking out a named pirate for your first battle. You'll probably get a really nice ship for the trouble.

Changing Difficulty Level

Each time you divide the plunder, you have the option of changing your pirate's difficulty level. If your last journey went well, you'll be able to increase the difficulty level. If it went poorly, you can drop to an easier skill level.

When next the plunder is divided, you may again choose to adjust the difficulty level. See chapter 3 (Seafaring and Crew Morale) for details.

Your health is fine and as the months pass you quickly become bored with life on land. And so your flagship is refit and a bold crew assembled as you prepare to set sail for further adventures!

- ⊙ Continue as Adventurer captain.
- ⊙ Advance to Rogue captain.
- ⊙ Retire from pirating.

Whenever you divide the plunder, you can also change the difficulty level (either up or down depending on how you're doing) for the future.



SKILLS

At the outset, you may choose one area in which your pirate will have an innate advantage, making certain parts of the game easier. Once chosen, this specialty cannot be changed.

NOTE

Many of the advantages gained by having a skill can be attained or augmented by acquiring special items that have similar effects.

Fencing

This skill increases your pirate's speed in swordplay.

Gunnery

The gunnery advantage increases your cannons' accuracy, requiring less precise timing and inflicting more damage per shot.

Navigation

All your pirate's ships will travel faster at every point of sailing.



Get the drop on opponents by specializing in fencing.

A Pirate's Life for Me: Getting Started

NOTE

Navigation skill is especially important if playing on the highest Swashbuckler difficulty level, in which sailing into the wind would otherwise drive your ship backwards.

Medicine

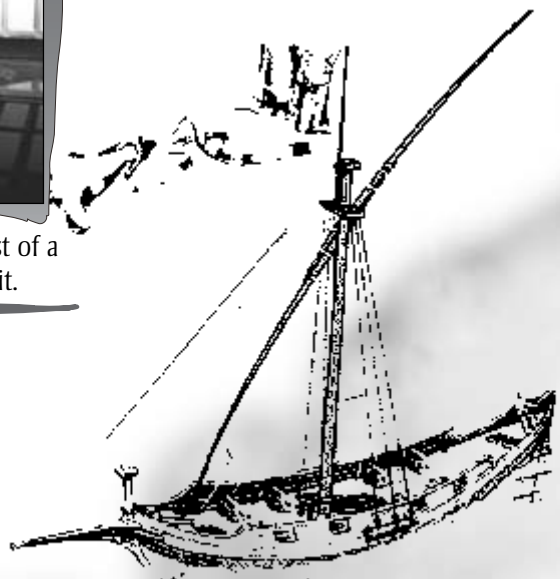
This skill essentially gives your pirate a longer effective lifespan by shifting age-related changes to later ages.

Wit and Charm



With wit and charm, you'll be the honored guest of a beautiful governor's daughter before you know it.

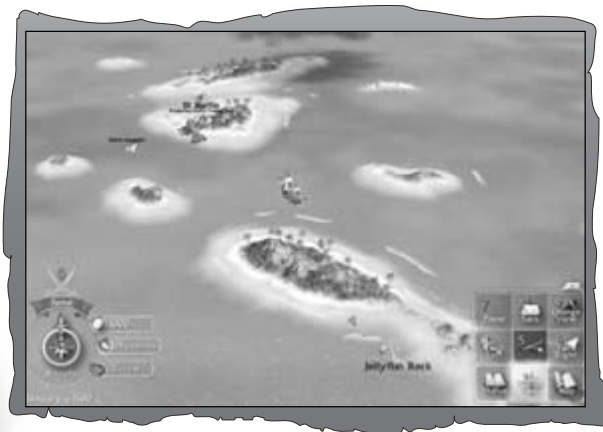
The wit and charm skill decreases ranks for invitations to the ball, allowing you to dance with attractive and beautiful daughters at lower levels of achievement.





START DATE

The start date for your pirate is a very complex and important choice. It influences which ports exist and how many ports each nation holds. This, in turn, should drive your choice of which nation to play in a given era.



Starting in 1600, there's only one settlement here.



By 1660, however, this is one of the busiest and most prosperous regions in the sea.

NOTE

Apprentice pirates (the easiest difficulty level) cannot alter their start date from the default of 1660.

In 1600, for example, there are few ports and all nations but Spain have only a minor presence. If you'd like to play as a merchant, this is a good time to do it since there will be so many Spanish ports all over the sea. As a plunderer, however, it's more difficult since you must either victimize Spain and have very few friendly ports to retreat to, or align with Spain and have a very small pool of prey on the high seas.

Additionally, your choice of era dictates (along with nationality) your pirate's starting ship and crew size.

A Pirate's Life for Me: Getting Started

NATIONALITY

The nation with which you begin is your most temporary choice, controlling only a few variables and changeable at a whim.

Out of the gate, nationality (along with start date) decides which ship you begin with and its crew size. Also, by placing your ship at a randomly chosen port held by that nation, it provides some predictability about where your journey will begin. The fewer ports your nation has, the more predictable your starting position will be.



Starting nationality primarily dictates where your adventure will begin. As long as you don't attack anyone first, you can get Letters of the Marque from all four powers regardless of which nation you chose to ship out with first.

TIP

Choosing the Dutch in 1660 makes it likely you'll begin in one of the strategically advantageous ports of St. Martin or St. Eustatius. From there you have easy access to the ports of all three other nations, with none more than a few days' journey away.





PRIMA OFFICIAL GAME GUIDE

Starting Elements by Era and Nationality

Start Year	Dutch	English	French	Spanish
1600	1,000 gold, 20 crew, Fluyt, 14 food, 12 guns	250 gold, 50 crew, Merchantman, 12-13 food, 12 guns	100 gold, 40 crew, Sloop, 13 food, 8 guns	500 gold, 20 crew, Pinnace, 14 food, 8 guns
1620	10 gold, 50 crew, Brig, 12 food, 8 guns	10 gold, 40 crew, Brigantine, 13 food, 10 guns	100 gold, 40 crew, Barque, 13 food, 10 guns	500 gold, 20 crew, Pinnace, 14 food, 8 guns
1640	10 gold, 40 crew, Brigantine, 13 food, 10 guns	100 gold, 40 crew, Sloop, 13 food, 8 guns	500 gold, 20 crew, Pinnace, 14 food, 8 guns	250 gold, 30 crew, Mail Runner, 13 food, 8 guns
1660	100 gold, 40 crew, Sloop, 13 food, 8 guns	100 gold, 40 crew, Sloop, 13 food, 8 guns	100 gold, 40 crew, Sloop, 13 food, 8 guns	100 gold, 40 crew, Sloop, 13 food, 8 guns
1680	10 gold, 40 crew, Sloop of War, 13 food, 10 guns	10 gold, 50 crew, Sloop of War, 12 food, 8 guns	10 gold, 50 crew, Brigantine, 12-13 food, 8 guns	10 gold, 50 crew, Fast Galleon, 12-13 food, 16 guns

NOTE

If you play on the lowest difficulty level (Apprentice), you'll play in 1660 and always get the same elements: 600 gold, 40 crew, Sloop, 13 food, 8 guns.








Map Generation

From game to game, the map of a given era will be alike in physical geography and in only one other feature: the existence and location of the major ports. All other elements are randomly generated when you create a new pirate.



These settlements will be different from game to game since they're placed randomly when you create your pirate.

These random factors include:

-  The population, economy, and defenses of each port. These have assigned amounts, but they can randomly vary by up to 50 percent. For example, Panama may not always be the most prosperous port, though it usually is.
-  The locations and names of settlements, Jesuit missions, Indian villages, and pirate havens.
-  How attractive each governor's daughter is.
-  The available upgrade at each port's shipyard.
-  Home bases of named pirates.
-  The placement of landmarks along coastlines and inland.
-  The locations of buried treasure, imprisoned relatives, lost cities, and Montalban's hideout.



NOTE

The randomness of these factors makes every new game a different experience, but it also limits what this guide can tell you. Therefore, instead of telling you the exact location of a buried treasure, we'll give you the tools to quickly figure it out for yourself using the unique features of your game.

Aging

As described, your pirate will age and gradually become less effective as a leader simply by virtue of his advancing years and declining health.

From age 30 and every 10 years thereafter, one activity will be randomly chosen to become more difficult. For example:

- Duelling speed may be slowed or opponents will be faster.
- The pool of available crewmen will decrease.
- Dancing flourishes will require more precise timing.



The effect of age on your pirate is evidenced by his "health," displayed on the Personal Status page.



A Pirate's Life for Me: Getting Started

The older a pirate gets, the more difficult and challenging the game will become with each passing decade.

You can play a pirate forever, but it'll eventually become challenging to do even the simplest tasks. Perhaps retirement is a more graceful fate.

It advantageous to extend a pirate's career peak and allow him more years before he begins to fade. Additional longevity combined with efficient navigation and skillful avoidance of time-wasting activities—like rotting in jail or refitting a ship after dividing the plunder—can enable a pirate to rise to the loftiest levels of fame.

EXTENDING LIFESPAN

A pirate's productive lifespan can be extended in two ways: the medicine skill or medicinal special items.

Medicine Skill

If you create a pirate with medicine skill, it will delay the onset of age-based changes in difficulty. Thus, these impediments won't begin until your pirate is older, and they'll take longer to become truly debilitating.

Medicinal Special Items

Possessing either the medicinal herbs or the Incan mystic salve will further delay the onset of aging.





ERAS AND POINTS OF CALL



The world, as reflected in the Caribbean, was changing very quickly in the 17th century. The conflicts of Europe were simultaneously playing out in the blue seas of the Americas.

The ebb and flow of these conflicts was reflected in the number and status of all the major European outposts in the Caribbean, and this constant alignment and realignment shaped how privateers could make a living.

In *Sid Meier's Pirates!*, you may start your game in any of the five eras of the 17th century. Each era dictates how many ports there are, how many belong to which power, and with what kind of ship, crew, and cannon your pirate will begin.

This chapter outlines the political landscape in each era.





NOTE

If a port is highlighted in bold, it means it was not present in the previous era.





If it's in italics, it means the port existed previously but appears no longer.

Start Dates


























1600—MERCHANTS AND SMUGGLERS

	Dutch Ports:	1
	English Ports:	2
	French Ports:	2
	Spanish Ports:	22
<hr/>		
TOTAL:		27

Starting Ship, Crew, and Cannon





Country	Ship	Crew	Cannon
 Dutch	Fluyt	20	12
 English	Merchantman	50	12
 French	Sloop	40	8
 Spanish	Pinnace	20	8

Ports






Caracas (Spanish) 	Havana (Spanish) 	San Juan (Spanish) 
Cartagena (Spanish) 	Maracaibo (Spanish) 	Santa Marta (Spanish) 
Coro (Spanish) 	Margarita (Spanish) 	Santiago (Spanish) 
Cumana (Spanish) 	Nombre de Dios (Spanish) 	Santo Domingo (Spanish) 
Eleuthera (English) 	Panama (Spanish) 	St. Augustine (Spanish) 
Florida Keys (French) 	Puerto Bello (Spanish) 	St. Martin (Dutch) 
Gibraltar (Spanish) 	Puerto Cabello (Spanish) 	Tortuga (French) 
Grand Bahama (English) 	Puerto Principe (Spanish) 	Vera Cruz (Spanish) 
Gran Grenada (Spanish) 	Rio de la Hacha (Spanish) 	Villa Hermosa (Spanish) 



































1620—THE NEW COLONISTS

	Dutch Ports:	2
	English Ports:	3
	French Ports:	3
	Spanish Ports:	24
TOTAL:		32





Starting Ship, Crew, and Cannon

 Country	Ship	Crew	Cannon
 Dutch	Brig	50	8
 English	Brigantine	40	10
 French	Barque	40	10
 Spanish	Pinnace	20	8





Ports

Barbados (English) 	Gran Grenada (Spanish) 	San Juan (Spanish) 
Campeche (Spanish) 	Havana (Spanish) 	Santa Marta (Spanish) 
Caracas (Spanish) 	Maracaibo (Spanish) 	Santiago (Spanish) 
Cartagena (Spanish) 	Margarita (Spanish) 	Santo Domingo (Spanish) 
Coro (Spanish) 	Nombre de Dios (Spanish) 	St. Augustine (Spanish) 
Cumana (Spanish) 	Panama (Spanish) 	St. Martin (Dutch) 
Curacao (Dutch) 	Petit Goave (French) 	Tortuga (French) 
Eleuthera (English) 	Puerto Bello (Spanish) 	Trinidad (Spanish) 
Florida Keys (French) 	Puerto Cabello (Spanish) 	Vera Cruz (Spanish) 
Gibraltar (Spanish) 	Puerto Principe (Spanish) 	Villa Hermosa (Spanish) 
Grand Bahama (English) 	Rio de la Hacha (Spanish) 	

1640—WAR FOR PROFIT

	Dutch Ports:	3
	English Ports:	6
	French Ports:	7
	Spanish Ports:	23
TOTAL:		39

Starting Ship, Crew, and Cannon





Country	Ship	Crew	Cannon
 Dutch	Brigantine	40	10
 English	Sloop	40	8
 French	Pinnace	20	8
 Spanish	Mail Runner	30	8

Ports





Antigua (English) 	Havana (Spanish) 	San Juan (Spanish) 
Barbados (English) 	Maracaibo (Spanish) 	Santa Marta (Spanish) 
Campeche (Spanish) 	Margarita (Spanish) 	Santiago (Spanish) 
Caracas (Spanish) 	Martinique (French) 	Santo Domingo (Spanish) 
Cartagena (Spanish) 	Montserrat (French) 	St. Augustine (Spanish) 
Coro (Spanish) 	Nevis (English) 	St. Eustatius (Dutch) 
Cumana (Spanish) 	Nombre de Dios (Spanish) 	St. Kitts (English) 
Curacao (Dutch) 	Panama (Spanish) 	St. Martin (Dutch) 
Eleuthera (English) 	Petit Goave (French) 	Tortuga (French) 
Florida Keys (French) 	Port-de-Paix (French) 	Trinidad (Spanish) 
Gibraltar (Spanish) 	Puerto Bello (Spanish) 	Vera Cruz (Spanish) 
Grand Bahama (English) 	Puerto Cabello (Spanish) 	Villa Hermosa (Spanish) 
Gran Grenada (Spanish) 	Puerto Principe (Spanish) 	
Guadeloupe (French) 	Rio de la Hacha (Spanish) 	



1660—BUCCANEER HEROES

	Dutch Ports:	3
	English Ports:	8
	French Ports:	8
	Spanish Ports:	24
TOTAL:		43


Starting Ship, Crew, and Cannon


Country	Ship	Crew	Cannon
 Dutch	Sloop	40	8
 English	Sloop	40	8
 French	Sloop	40	8
 Spanish	Sloop	40	8


Ports


- | | | |
|--|--|---|
| Antigua (English)  | Gran Grenada (Spanish)  | Petit Goave (French)  |
| Barbados (English)  | Guadeloupe (French)  | Port-de-Paix (French)  |
| Campeche (Spanish)  | Havana (Spanish)  | Port Royale (English)  |
| Caracas (Spanish)  | Leogane (French)  | Puerto Bello (Spanish)  |
| Cartagena (Spanish)  | Maracaibo (Spanish)  | Puerto Cabello (Spanish)  |
| Cumana (Spanish)  | Margarita (Spanish)  | Puerto Principe (Spanish)  |
| Curacao (Dutch)  | Martinique (French)  | Rio de la Hacha (Spanish)  |
| Eleuthera (English)  | Montserrat (French)  | San Juan (Spanish)  |
| Florida Keys (French)  | Nassau (English)  | Santa Catalina (Spanish)  |
| Gibraltar (Spanish)  | Nevis (English)  | Santa Marta (Spanish)  |
| Grand Bahama (English)  | Nombre de Dios (Spanish)  | Santiago (Spanish)  |
| | Panama (Spanish)  | Santo Domingo (Spanish)  |


Eras and Points of Call


St. Augustine (Spanish) 


St. Martin (Dutch) 


Vera Cruz (Spanish) 

St. Eustatius (Dutch) 

Tortuga (French) 

Villa Hermosa (Spanish) 

St. Kitts (English) 





Trinidad (Spanish) 

1680—PIRATE'S SUNSET


	Dutch Ports:	3
	English Ports:	8
	French Ports:	8
	Spanish Ports:	23


TOTAL: 42


Starting Ship, Crew, and Cannon


Country	Ship	Crew	Cannon
 Dutch	Sloop of War	40	10
 English	Sloop of War	50	8
 French	Brigantine	50	8
 Spanish	Fast Galleon	50	16


Ports

Antigua (English) 


Grand Bahama (English) 


Nevis (English) 


Barbados (English) 

Gran Grenada (Spanish) 


Nombre de Dios (Spanish) 


Campeche (Spanish) 


Guadeloupe (French) 


Panama (Spanish) 


Caracas (Spanish) 

Havana (Spanish) 


Petit Goave (French) 


Cartagena (Spanish) 


Leogane (French) 


Port-de-Paix (French) 


Cumana (Spanish) 


Maracaibo (Spanish) 


Port Royale (English) 

Curacao (Dutch) 


Margarita (Spanish) 


Puerto Bello (Spanish) 


Eleuthera (English) 

Martinique (French) 


Puerto Cabello (Spanish) 

Florida Keys (French) 

Montserrat (French) 

Puerto Principe (Spanish) 

Gibraltar (Spanish) 

Nassau (English) 



PRIMA OFFICIAL GAME GUIDE

Rio de la Hacha (Spanish)	Santiago (Spanish)	St. Martin (Dutch)
San Juan (Spanish)	Santo Domingo (Spanish)	Tortuga (French)
Santa Catalina (Spanish)	St. Augustine (Spanish)	Trinidad (Spanish)
Santa Marta (Spanish)	St. Eustatius (Dutch)	Vera Cruz (Spanish)
	St. Kitts (English)	Villa Hermosa (Spanish)

Ports of Call



Ports of call appear on the World Map with icons indicating their wealth and defenses.

The map of each era features up to 43 major ports of call. These cities are the major population and trading centers around the Caribbean, and they share many features:

- Only major ports of call have governors who can hand out Letters of the Marque, promotions, and escort missions.
- Only major ports of call have governors' daughters (of varying attractiveness) who are sources of information, free special items, fugitive missions, and lost city of gold map pieces.



Eras and Points of Call

- Many major ports have external defenses allowing them to fire on passing ships.
- All major ports have taverns in which crew may be recruited, barmaids and bartenders can be consulted for information, and mysterious travelers can be sought for intelligence on other ports of call, information leading to your pirate's missing family members, buried treasure map pieces, and purchasable special items.
- All major ports have merchants who will buy and sell food, commodities, and cannons. Price, quantities, and the merchant's available funds to trade depend on the port's economy and population.
- All major ports have shipwrights who'll repair and purchase ships and sell one kind of ship upgrade.
- All major ports have a place to divide the plunder with your crew.
- Only major ports can be sacked.
- Major ports dispatch and receive all kinds of shipping.



Major ports you haven't visited are represented on the World Map by a red dot. No information about them is available until you visit.



A port's population is indicated by the number of buildings. This is a very populous port.



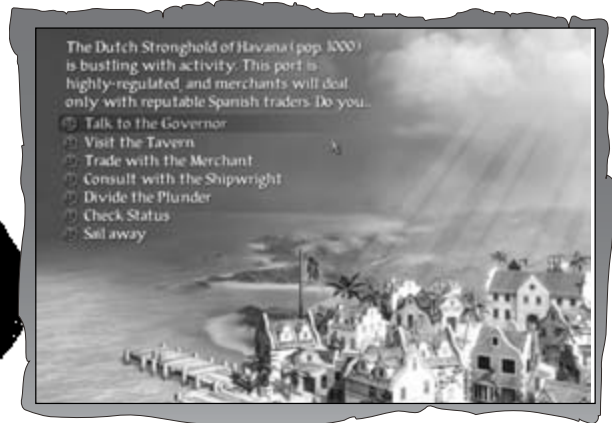
PRIMA OFFICIAL GAME GUIDE

Every major port has a defined population, a number of garrisoned soldiers, and a level of economic prosperity. Whenever you begin a new game, these numbers can be randomly varied by up to 50 percent in either direction. In any given map of any era, Cartagena could have a population of as little as 2,500 or as much as 7,500.

All 44 ports' base values are listed below.



This port is quite a bit more remote and less populated.



Ports have the most complete services and the most plentiful options.

Major Ports of Call Base Values

City	Population	Soldiers	Economy (0-200)
Antigua	1,200	120	80
Barbados	2,900	300	150
Campeche	2,000	500	120
Caracas	2,800	500	120

City	Population	Soldiers	Economy (0-200)
Cartagena	5,000	800	180
Coro	1,300	200	90
Cumana	2,100	360	85
Curacao	2,200	360	150



Eras and Points of Call

City	Population	Soldiers	Economy (0-200)
Eleuthera	600	40	35
Florida Keys	200	20	15
Gibraltar	1,400	100	80
Grand Bahama	200	20	10
Gran Granada	2,000	400	130
Guadeloupe	1,900	320	110
Havana	6,500	900	195
Leogane	800	120	60
Maracaibo	1,800	240	130
Margarita	900	160	75
Martinique	1,900	320	110
Montserrat	1,200	120	80
Nevis	2,000	160	110
Nassau	100	20	10
Nombre de Dios	1,300	240	110
Panama	6,000	800	200
Petit Goave	1,300	160	90
Port-de-Paix	1,600	180	110

City	Population	Soldiers	Economy (0-200)
Port Royale	1,500	160	110
Puerto Bello	2,500	500	120
Puerto Cabello	1,000	160	80
Puerto Principe	3,000	440	130
Rio de la Hacha	1,800	240	100
San Juan	2,400	500	110
Santa Catalina	600	140	40
Santa Marta	1,600	160	80
Santiago	4,000	600	170
Santo Domingo	3,100	560	120
St. Augustine	1,000	160	55
St. Eustatius	1,500	160	160
St. Kitts	2,500	200	130
St. Martin	1,300	120	100
Tortuga	1,300	140	90
Trinidad	1,000	100	80
Vera Cruz	2,500	600	130
Villa Hermosa	1,600	300	100





A tattered flag means the port's economy is on the skids.

NOTE

The flag flying over a port (or a settlement) gives you an indication of its prosperity. The flag's condition indicates the town's economy. If the flag is extremely tattered, the town is poor. If it's nearly pristine, the town is very prosperous.

Additionally, the condition and number of the buildings indicate prosperity and population, respectively.

Also, the faster a flag flaps, the more hostile it is to your pirate.

Not all major ports of call exist in each era; some appear only in later eras, and some disappear after the early years.

All major ports, however, always initially belong to the same nation. Once the game has begun, you can change a port's nationality by overwhelmingly sacking the city and replacing the governor. This may also happen naturally during the course of world events.

PORTS OF CALL TITLES

You can tell a lot about a port by what it's called. The title given a port reflects its size, economy, and defenses.



Eras and Points of Call

Port Types

Type	Population	Economy	Defenses
Capital	Large	Wealthy	Strong
Port	Large	Wealthy	Weak
Town	Large	Poor	Strong
Colony	Large	Poor	Weak
Trading Post	Small	Wealthy	Strong
Stronghold	Small	Poor	Strong
Village	Small	Wealthy	Moderate
Outpost	Small	Poor	Moderate



Settlements

Settlements are randomly generated when a map is created. Their positions, nationality, economy, and populations are all randomly assigned at the start of the game and are never the same from game to game (though they stay fixed once placed). It is impossible to predict where they will be and who they'll belong to.



Settlements are smaller, but they can be prosperous for their size.



NOTE

The names of all settlements will be revealed on the navigation maps if you acquire the Spanish Rutter (navigation book) object.



Settlements have all the amenities of a port but no governor to hand out promotions and a considerably smaller-scale merchant.

Unlike major ports of call, settlements don't automatically appear on the navigation map. They are only marked once your pirate's ship sails near them or you acquire special items that reveal their positions. Unlike with ports, you cannot view information about the settlements by clicking on them in the navigation map.

Settlements have many features in common with major ports, but there are also major differences:

- All settlements have mayors who, though they can't give promotions, will assign escort missions.
- All settlements have taverns, although, due to settlements' scant populations, there are usually very few, if any, sailors to recruit as crew.
- All settlements have merchants, and the prices vary from settlement to settlement. Generally, these towns are very poor and low in population, meaning prices for food, luxuries, and goods will generally be high; prices for spices and sugar will be low; and the amount of salable merchandise will be small. Occasionally, you'll come across a prosperous settlement, but its small population will limit the amount of trading you can do with it.



Eras and Points of Call

- Settlements have shipwrights who repair and buy boats and will honor any privileges of your pirate's rank with the settlement's country (e.g., free repairs), but they don't offer ship upgrades.
- Settlements cannot be sacked and cannot change nationality.

Pirate Havens

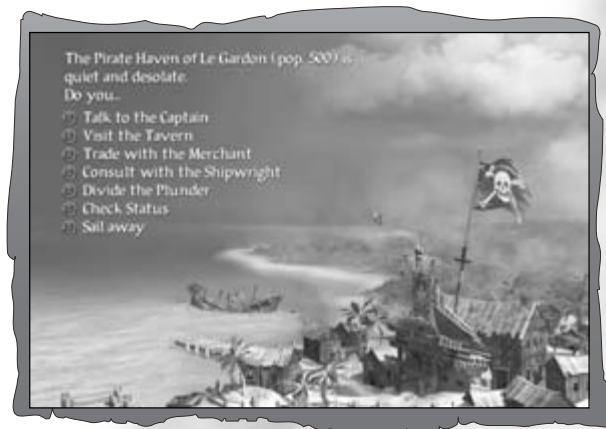
Like settlements, pirate havens are placed and named randomly when the map is created. Additionally, each of the nine named pirates is randomly placed at one of these havens.

Functionally, pirate havens are very much like settlements, with the following exceptions:

- Pirate havens don't have mayors, but they do have captains. If the captain isn't away at sea, you may speak to him. If the general pirate opinion of your pirate is high enough (you refrain from attacking them and frequently attack any of the four countries), the captain will volunteer to attack a nearby major port, shrinking its economy and (possibly) reducing its defenses.



Pirate havens are scattered around the map and may serve as home for one of the nine legendary pirates.



Pirate havens have very limited resources and services.



PRIMA OFFICIAL GAME GUIDE

- ❶ Pirate shipwrights can do upgrades but will not honor any privileges of rank with any country. In other words, all repairs and upgrades are full price.
- ❷ Pirate merchants tend to have little inventory, scant gold to buy from you, and high prices on food.

Indian Villages

Indian villages are placed randomly at the beginning of a game.



Indian villages are rare and are always quite small.



There isn't much to do in Indian villages, but talking to the chief can be helpful.

Like pirate havens, they are very poor and offer few goods for sale.

The head of a village is a chief. If the Indian tribes have a positive opinion of you (you refrain from attacking them and frequently attack any of the four countries), the chief will offer to attack a nearby major port of call. If successful, these attacks will reduce the port's population and the size of the garrison.

Jesuit Missions



The Jesuit missions usually can be found near most large clusters of ports but can really be just about anywhere.

The main function of the Jesuit missions is to provide escort missions, offer information about your pirate's abducted family, and assist your pirate in gaining access to hostile ports nearby. You must escort the abbot to the nearby town before the nearby port's governor will allow you in.

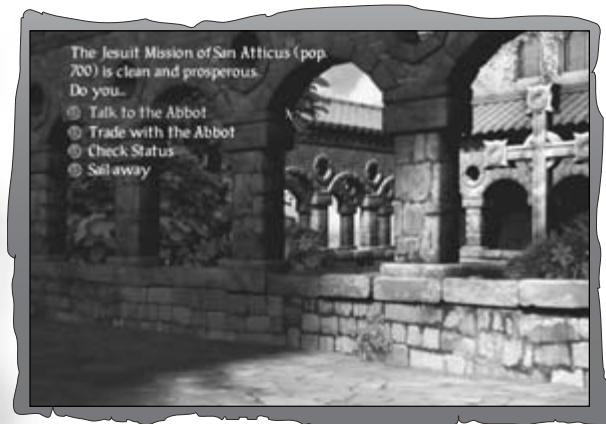
Jesuit missions are placed randomly at the start of a game and are functionally very similar to Indian villages. The abbot acts as a merchant, but his stocks and cash-on-hand are paltry.





NOTE

Jesuits will only intervene with the nearest hostile port. If there's a friendly port closer, they'll never offer to help you get amnesty with the more distant hostile port.



The menus in Jesuit missions are short, but there's plenty the abbot can do for you.

If the Jesuit opinion of your pirate is high enough, they'll give you a special escort mission to accompany a holy relic to another mission.

Jesuit opinion is lowered if you fail in the holy relic mission (if the ship is sunk) or attack any ships leaving the mission; the Jesuits' opinion of your pirate will be reduced and the abbot will refuse to

speaking to you. If you have either of the religious special items, abbots with a negative opinion will still assign the holy relic mission in spite of their opinion.



SEAFARING AND CREW MORALE



Pirates live and die on the high seas, but just having a ship to call your own doesn't make you a successful or famous pirate. Fame requires sailing the seven seas with skill, purpose, and a deft navigational hand, taming the winds, knowing your ship, and being ready for everything.

It also requires something not so obvious: a strong and loyal crew. Without them, you might as well just be floating around on a plank of driftwood for all the good it'll do ye. Keeping a crew happy and loyally serving your purposes is a matter of feeding their morale.

This chapter will explain everything about riding the Caribbean waves and becoming a leader of strong, salty men who say "Yar!"

Seafaring

Running a tight ship is one of the keys to a productive pirating career, and the key to that elusive skill is knowing how ships function.

USING THE WIND

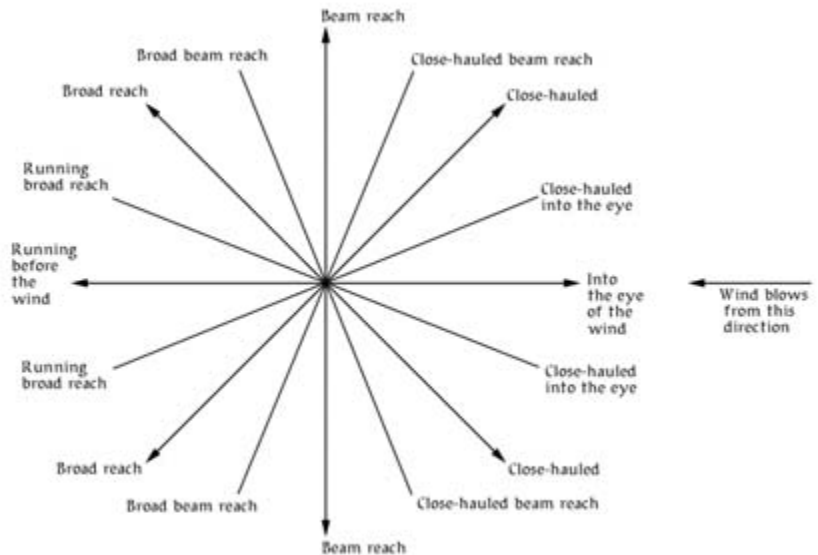
Ships of the time were, of course, driven by the wind. Since wind tends to blow in only one direction (rather than the more convenient but meteorologically impossible *many* directions), where your ship can go and how fast it can travel are at the mercy of the breeze.

Still, the shipwrights of the era were pretty smart cookies, and they devised ways for ships to travel in several (though not all) directions relative to the direction of the wind.



PRIMA OFFICIAL GAME GUIDE

Which ways a ship can sail is a matter of at which "points of sailing" it travels best. Points of sail are 16 directions relative to wind direction as shown in the image below.



The points of sailing

Sailing in the same direction as the wind is blowing is referred to as "running before the wind," while sailing perpendicular to the wind is called "beam reach." Sailing "into the eye of the wind" (or in the opposite direction of the wind) is always a bad idea; it will bring your ship to a standstill as your sails helplessly luff (or, at higher difficulty levels, drive it backwards).

TIP

The direction of the wind is represented by a red arrow on your compass in the lower left of the screen. It can also be observed, perhaps more informatively, by looking at the long, narrow flag flapping from your flagship's main mast. This flag always blows in the direction of the wind.



Seafaring and Crew Morale

Though you might think every ship would sail best with the wind at its back, that's not always the case. In general, ships with square sails sail best with their backs to the breeze ("before the wind") or up to about 45 degrees in either direction ("running broad reach" and "broad reach"). Triangular-sailed ships, on the other hand, sail best angled between 45 ("broad reach") to 70 ("broad beam reach") degrees from the wind's direction.

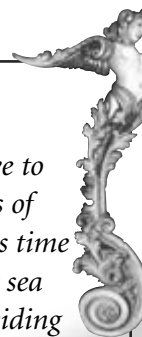


Point your ship in its best point of sailing relative to the direction of the wind. Compare, therefore, the red wind direction arrow (on the compass) or your flagship's long flag to the direction of your ship to find the correct point of sailing.



TIP

Experiment with your ship to see which directions work best relative to the wind. Try, whenever possible, to travel in your ship's best points of sail (see the table in chapter 4), especially on long journeys. The less time you spend between ports, the better use you'll make of your time at sea and the less frequently you'll need to scrap an unhappy crew by dividing the plunder. Proper use of points of sailing is one of the keys to a long and prosperous pirating career.



Every ship has its own favored points of sail, so look to the tables in chapter 4 for your ship's vital stats.



TIP

Though the precise direction varies, Caribbean winds generally blow from east to west, though they become more variable at higher difficulty levels. Traveling eastward, therefore, requires skillful use of the points of sail and may demand a roundabout course if the destination lies into the wind.



FULL VS. REEFED SAILS

Your ship can be rigged in two ways: full sails and reefed sails.



Reefed sails are especially useful in sea battles because in combat maneuverability is usually more crucial than speed, and reefed sails take less damage than full sails.



When retreating or closing the distance with a distant or fleeing enemy, use full sails.

Full sails allow your ship to travel at full speed but with less maneuverability.

Reefed sails sacrifice speed in favor of increased maneuverability. During sea battles, reefing will also decrease sail damage.



Seafaring and Crew Morale

CREW REQUIREMENTS



If crew is below minimum, you'll see a warning suggesting that you find some more warm bodies.



The reloading bar will fill faster the more crewmen you have on board.

An undamaged ship's speed is dependent on its being properly manned. Every ship has a minimum crew requirement that must be met for the ship to travel at full speed. The farther below this minimum your crew is, the slower the ship will sail.

NOTE

Having more than the minimum crew has no additional effect on ship speed, but it does increase cannon reloading speed with each man above minimum. A ship with its maximum crew will reload the guns almost instantly.

The minimum crew is required also for basic reloading of cannons. If crew is less than minimum or falls below the ship's minimum during battle, reload rate will significantly drop. Every crewman above minimum further increases reload rate.



TIP

Optimal reloading performance can be had at about two-thirds to three-quarters of your ship's maximum crew.

NOTE

Why have a large crew? The larger the crew the more crew damage you can withstand during battle without losing speed or reloading efficiency. The crew size won't, however, negate damage to your ship's hull, sails, or cannon that can also erode battle performance.

Also, having more than your ship's minimum insures against having to limp home with insufficient crew after a particularly rough battle.

CANNON REQUIREMENTS

To carry full firepower, a ship must carry at least its maximum number of cannons.

TIP

It's wise to carry a few cannons above your ship's maximum to replace any lost in battle. Don't, however, carry too many since you'll usually be able to swipe at least a few cannons from any ships you conquer.



Seafaring and Crew Morale

Since extra cannons are stored below deck, they can't be brought to bear *during* a battle to replace lost guns. They will, however, come online after the fight so you'll be ready for the next skirmish.

Of course, if combat isn't important to your way of doing business, you can carry less than your ship's maximum cannons or none at all. Since every cannon consumes cargo space, you'll be able to carry more profitable commodities and food for your crew if you skimp on the firepower.



More cannons can be bought from merchants or plundered from conquered ships.



TIP

You can also skimp on cannons if your fencing skill is particularly good. A good swordsman should go right for the boarding action and the ensuing swordfight rather than dueling it out with cannon fire.



DAMAGE

Your ship can take damage in two ways: to the sail and to the hull. Both kinds of damage reduce the ship's speed and maneuverability.

Total hull damage will cause the ship to sink, while complete sail damage leaves your ship nearly dead in the water, resistant to any attempts to control her.



Damage to hull and sail is plain to see in the visual state of your ship and its lack of speed and maneuverability.



NOTE

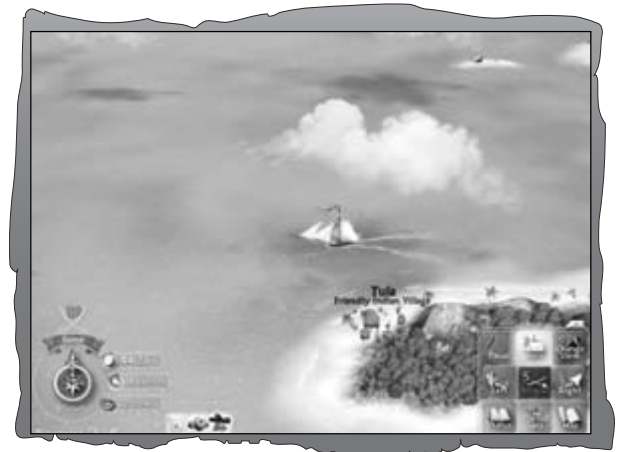
A sunken ship loses much or all of what's on board. If the sunken vessel is your only ship, everything except your treasure maps is lost for good, and your pirate will be marooned until a passing ship rescues him. If there's another ship in your fleet, your pirate will transfer to the other ship, but he'll lose a portion of the sunken ship's gold, cargo, and crew but keep specialists, special items, and treasure maps.

STORMS

Generally, the Caribbean weather is clear, but isolated storms are often seen above the pristine blue sea. These storms can be hazardous to your ship but can also be a great help if used properly.

NOTE

Storms are more common from July through November.



White clouds provide speed boosts with little or no damage.

Mild storms are represented by white clouds. These squalls contain higher-than-normal but not damaging winds and can, thus, be ridden with no damage to your ship. Running through one of these storms will cause a moderate speed increase, as if your ship were shot out of a slingshot.



Seafaring and Crew Morale



More severe storms are represented by black clouds. These should be avoided at all costs because their extremely high winds and rough seas will shred your sails and splinter your hull.

Don't steer into a black cloud unless you have a Precision Barometer and a ship in full repair.



TIP

Black clouds can be used for a brief but significant speed boost if your ship skirts along the edge of the storm. You may incur some minor sail damage from this maneuver but nothing serious unless your ship is already in bad shape.



Black cloud storms can be harnessed if you acquire the Weather Glass or Precision Barometer. Each object provides moderate or nearly complete protection, respectively, from storm damage when sailing under a black cloud. Sailing through a serious storm with only minor damage can save precious days and even weeks on a long journey.





ROCKS AND REEFS

Rocks and reefs should be avoided when sailing. They'll tear up your ship's hull if you sail over them.




Not all ships are, however, damaged by these hazards. Shallow-draft ships like sloops, barques, pinnaces, and fluyts are unaffected.



Rocks and reefs are natural hazards when sailing near land.

SEAFARING SPECIALISTS AND SPECIAL ITEMS

Skills, specialists, and special items assist in running every ship:

-  **Navigation Skill:** When creating your pirate, choosing navigation skill increases speed at all points of sailing.
-  **Navigator Specialist:** Increases fleet speed at all points of sailing.
-  **Rutter Special Items:** Rutters are navigation books, and each reveals more nonmajor ports on the navigation map. Having these makes settlements, missions, Indian villages, and pirate havens visible on the map even if your ship has never sailed near them.





Crew Morale

Crew morale is the most important factor in your success as a swashbuckler. The longer a crew stays happy (or at least not miserable), the longer you can stay at sea and the fewer times you'll need to undergo the time-consuming process of splitting the plunder and refitting your ship with a new crew.

WHAT IS MORALE?

Crew morale is how happy your crew is with their life under your command and is a factor of how long they've been at sea and their current share of the ship's current stock of gold. The larger the share, the happier they'll be, but the longer you stick with the same crew, the larger the share they'll need to stay happy.



Very happy



Happy



Content

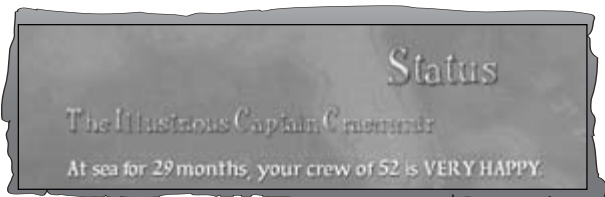


Unhappy



Mutinous

A crew that's been at sea for 18 months may be happy with their share, but if six months pass and their share remains unchanged, morale will decline in turn.



Morale can also be viewed on the Personal Status screen.

The key to morale is, therefore, keeping the amount of gold per crewman as high as possible. The longer it's been since the last division of plunder, however, the more gold you'll need to bring in to keep the crew happy.



NOTE

The amount of gold crewmen need to keep their morale high rises the longer they're at sea. At higher difficulty levels, this expectation level accelerates, requiring you to acquire gold at a ferocious rate to keep a crew for more than a few months.

HOW MORALE DECLINES

Morale declines if the flow of gold into the ship's hold doesn't keep pace with the crew's increasing expectations, but there are other things that can trash it.

Primarily, anything that reduces the amount of gold reduces each crewman's share, so spending money on anything (ship upgrades, special items, etc.) can reduce morale. Go on a spending spree and your crew can go from happy to mutinous during one visit to port.

Morale also declines if the crew goes for more than a month without food. After one month of starvation, morale will drop quickly until the hold is restocked. The task is then to undo the damage by finding a lot of gold very fast or jettisoning the crew for a new one by dividing the plunder.



A hungry crew becomes mutinous very quickly.



OTHER WAYS TO RAISE MORALE (OR THE "DON'T RAISE THE BRIDGE, LOWER THE RIVER" METHOD)

Since morale is essentially gold divided by the number of crewmembers, you can improve mood by adding more gold. A little basic math also reveals that you can have the same effect by reducing the number of crewmen.

There's only one problem with this plan: once you hire the crewmen, you can't kick them off. The only way to lose crew without a loss of gold as they swipe their share is to lose them in battle.

It's a drastic measure, but you can vastly improve the morale of a crew by getting into a battle, taking major crew losses, retreating, and repairing the ship.



A hit from round shot or grapeshot sends crew members flying into the sea. If morale is low, this might be a good thing.



TIP

This tactic works best if your pirate is a count or higher in the port in which the repairs are made, since undoing the damage to the ship costs no gold.



Lose men in battle and everyone's share of the booty rises!

Perhaps a better way to get the same result is to run with as small a crew as possible. Two considerations rule how small you can practically go without endangering your pirate's career:



PRIMA OFFICIAL GAME GUIDE

- 1. Ship Requirements:** Keep enough men on board to keep the ship running at full speed. You'll also need enough men above that number to still have minimal crew after a battle with average losses (otherwise, the trip back to port will be slow and perilous).
- 2. Crew Battles:** In swordfights, your crew must be able to survive long enough for you to defeat your dueling opponent. Keep too few and you're dooming yourself to constant surrender. How many crewmen you need depends on your ability in sword combat. If you're skilled and fast, a smaller crew will be enough to win most face-offs. If you need more time to dispatch foes and spend lots of time deadlocked, a larger crew provides plenty of insurance and lots of time.

STRETCHING MORALE

Morale can also be extended without any additional gold or bloodshed. Instead, certain specialists and special items can impact morale, allowing you to keep a crew even longer.

- Cook Specialist:** Having a good cook helps the crew enjoy their rations more. A happy tummy makes for a happy tar.
- Cooper Specialist:** Getting a cooper on board extends how long each ton of food will take to be consumed.
- Quartermaster Specialist:** The quartermaster doesn't increase morale but does reduce the number of crewmembers who will desert if crew morale reaches mutinous levels.
- Musical Instrument Special Items:** The Three-Stringed Fiddle and Concertina keep the crew entertained and elevate crew morale.

No matter how you play the game, these are extremely important things to have on board. Seek them out as early as you can.



EFFECTS OF MORALE

Morale has many effects on your ability to adventure successfully.

Time at Sea

As described above, morale dictates how long you can continue tooling around the sea, gaining fame and fortune. If a crew becomes seriously unhappy or even mutinous, sailors will begin to desert every time you leave a port, taking their share of the ship's gold with them. If your fleet has multiple ships, they may steal a ship along with their share of the plunder.

A happy crew can be kept at sea for years as long as they see that they'll be well taken care of when the plunder is distributed.

Boarding Action/Rampart Combat Effectiveness

When boarding a ship or fighting on the ramparts of a port, two battles are waged: a raging crew-vs.-crew battle in the background and your pirate's one-on-one swordfight. Crew morale affects the first and is affected by the second.

In the crew battle, one crew or the other loses some members every few seconds. Which crew gets reduced and by how much depends on each crew's relative morale.

NOTE

Your crew's morale in crew battles is whatever it was when the original battle was joined. The opposing force's morale is randomly set. Crews of named pirates, warships, and villains will always have very high morale.



The numbers on either side of the advantage meter are the number of crewmen for each side. Morale affects which number drops and by how much.



PRIMA OFFICIAL GAME GUIDE

A crew with low morale will dwindle quickly even against a smaller force, and a crew with high morale will hold its own or even gain the upper hand against a larger opposing force.

If, during this battle, your crew is reduced to one member, your pirate must surrender the next time his dueling opponent lands a strike. Conversely, your pirate's opponent will do likewise if his crew is reduced to one and your pirate strikes successfully.



If your crew is lost and your foe's sword finds its mark, your pirate must surrender.

NOTE

Even if your crew loses the battle, the swordfight can be won if your pirate avoids being struck thereafter. This includes both direct hits and partial hits due to inappropriate blocking moves (e.g., a parry against a chop).



The farther back you push your pirate's opponent, the more it boosts your crew's morale.

Crew morale can likewise be changed by your performance in the swordfight. If you've pushed your opponent back from the duel's starting position, your crew's morale rises and the enemy crew's morale decreases.

Finally, the advantage meter moves toward one fighter or the other based on his crew's performance. The fighter with the advantage meter on his side receives a boost in speed. Thus, the higher your crew's morale, the better they fight, and the easier the duel will be.



Seafaring and Crew Morale

Land Battle Combat Effectiveness

In land battles, morale controls how steadfast units will be in the face of an enemy attack and how much damage they can take or inflict.

Every unit begins with a mood that's determined by their morale. Every time a unit takes damage, its morale (and therefore, its mood) drops. If this mood drops to panic level and the unit's attacked, it'll flee the battlefield.

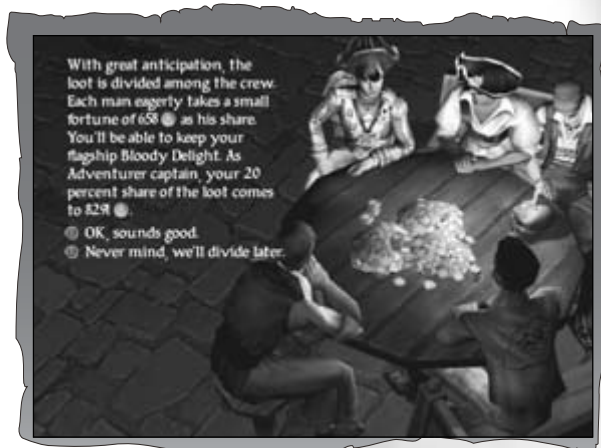
It pays, therefore, to enter land battles with a happy crew since a happy crew will be able to take more damage without turnin' yellow.



When your land units' resolve starts to weaken (in this case "wavering"), they'll retreat if attacked. How long it takes to get to that point depends in part on their morale when they entered battle.

DIVIDING THE PLUNDER

There's no avoiding it; every now and then, you're going to have to bite the bullet, distribute the crew's share of the gold, and go into port for six months while you prepare your ship and a new crew.



The description of the division of plunder shows how your crew feels about their final share.



TIP

Since they'll disappear after the division, try to complete all missions (escorts, finding fugitives, etc.) and quests (Raymondo, Montalban) before dividing the plunder.





What happens when you divide the plunder?

— CAPTAIN'S SHARE —

The captain's share of the plunder depends on the difficulty level during the cruise.

Apprentice:	5 percent
Journeyman:	10 percent
Adventurer:	20 percent
Rogue:	30 percent
Swashbuckler:	40 percent

If you choose to change your difficulty level when you divide the plunder, the new share will apply on your *next* outing.

-  The gold carried on the ship (not gold you've banked from previous divisions) is divided per capita after your pirate captain's share is deducted. The higher the per-crewman share, the happier the crew will be.
-  When you divide the plunder, six months pass.



Seafaring and Crew Morale

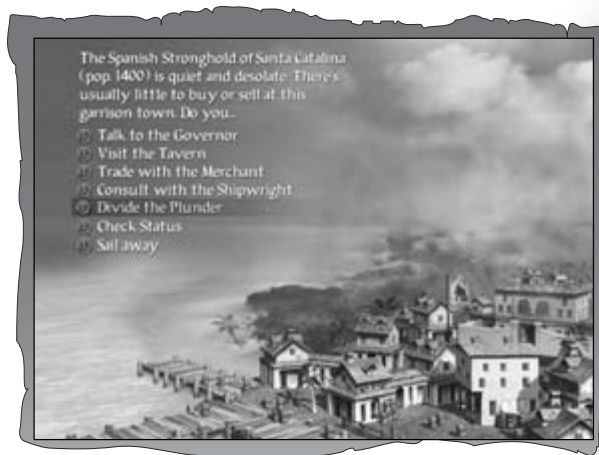
- ④ All missions and quests will disappear. Thus, if you're tracking Raymondo or Montalban, you must locate them again after dividing the plunder. Note that treasure maps, lost city maps, and Montalban's hideout maps survive divisions of plunder.
- ④ All ships other than the flagship, cannons above the base number, commodities, and food are lost.
- ④ You reemerge from port with the same crew you began the game with.
- ④ The opportunity arises to keep, raise, or lower your difficulty level.

Where to Divide the Plunder

Plunder can be divvied up in any port, settlement, or pirate haven.

Your Next Crew

How happy your departing crew is with the results of their labors impacts the starting morale of your next crew. The more satisfied they are, the higher your next crew's morale will be when they leave port.



Any population center except a mission or Indian village can be the site of a division of plunder.

NOTE

A crew's morale when the plunder is divided has nothing to do with how happy they are with the result. Their satisfaction with the final count can be different due to the size of your pirate's share (as determined by difficulty level). At sea, they don't consider that and just divide the total gold by the number of crew. When the day of reckoning comes, however, the same number of crewmen are vying for 10–40 percent less gold. Thus, you can have a crew with high morale that's pretty ticked about the final payout.





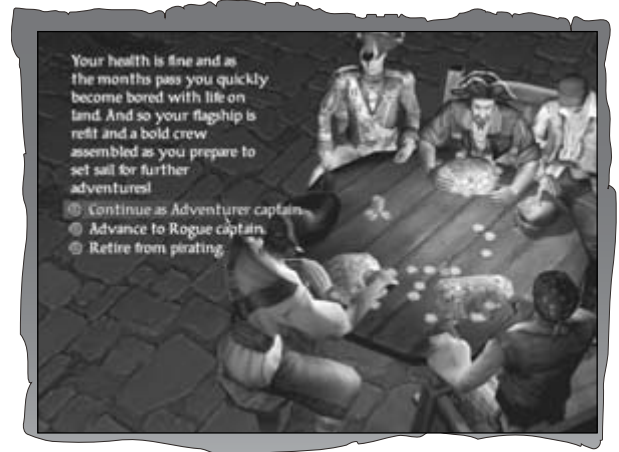
PRIMA OFFICIAL GAME GUIDE

If your pirate develops a reputation as a poor investment who drives his men too far and pays out too little, the next crew will come aboard with very little patience for a long journey or a paltry share. Where they begin, therefore, can make a difference of several productive months at sea.

Changing Difficulty Level

Depending on how fruitful your activities have been since the last division of plunder, you'll have the option to raise or lower your pirate's difficulty level. You may, of course, keep the same difficulty level, but you'll be stuck with it until you next divide the plunder.

If you choose to change the difficulty level, all game functions will shift to reflect the new level, and your pirate's share of the booty will either rise or drop.



After the division, you can change difficulty level or retire your pirate.

Seafaring and Crew Morale

Retirement

A final option when dividing the plunder is to retire your pirate. If you believe he's done everything he set out to do or if he's just too old to climb the ladder of fame any higher, select this option.

Retiring pirates are given a retirement career that reflects their level of fame.

Retirement Careers

Career	Fame
Pickpocket	0
Pauper	1
Clerk	2
Fisherman	3
Mortician	5
Bartender	8
Constable	11
Butler	15
Farmer	20
Parson	25
Merchant	31
Innkeeper	38
Shipwright	45
Fencing Master	53
Magistrate	62
Surgeon	71
Mayor	81
Bishop	92
Governor	103



Retirement shows what your pirate will be doing in his life on shore. How noble it is depends on his final fame.

Once a pirate is retired, he's eligible for the Hall of Champions (see the main menu) if his is one of the top 10 fame scores you've achieved.

A retired pirate can only be played again if you have a saved game from before his retirement. Otherwise, it's time to begin anew with a new buccaneer to see what he can accomplish, perhaps in a totally different way.



SHIPS, UPGRADES, AND SPECIALISTS



What's a pirate without his trusty ship? Just some rum-soaked weirdo in the corner of the tavern, that's what.

This chapter offers up all the vital stats on every ship in the sea, what you can buy to make them faster and more powerful, and where you can find people to make your life at sea easier and more successful.

How to Get Ships

You begin the game with a ship of your own, but it might not be what you want for your long-term goals. See chapter 2 for a list of the ships given for each start date and nationality.

TIP

Ships can be renamed in the Fleet Status screen.



The only way to get a new ship is to win it in combat and make it your new flagship.



Ships, Upgrades, and Specialists

Ships cannot (except in one situation) be bought; they must be won. If you wish to upgrade, you're going to have to do it at someone else's expense.

NOTE




The shipwright will only offer a ship for sale if you sell all your warships. The sale is completely out of pity, so you'll get only a lowly sloop.

NOTE

The best ships for plundering are won, not surprisingly, from the nine named pirates.

Ship Economics

The expenses involved with running a ship are:

-  **Food:** The more crew your ship needs, the more expensive the ship will be to own. A smaller crew can go farther on the same amount of food as a large one. Having a cooper on board will reduce this cost.
-  **Repairs:** Upgrades and repairs are more expensive for larger vessels, but they are a necessary cost of doing business. Higher ranks discount and eventually eliminate the costs of repair in ports held by the nationality that bestowed the rank.
-  **Upgrades:** To acquire an upgrade, a ship must either come with it or you'll have to pay to add it. Try to target upgraded ships to save yourself some gold.



Ship Directory

Every kind of ship is unique in its combination of attributes:

- **Size:** The physical size of the craft.
- **Turning Radius:** The ship's ability to turn over short distances. Can be tightened by purchasing the Copper Plating upgrade.
- **Classification:** The customary use for the ship. Typically, warships have less cargo space, have more gun ports, and are faster than merchant ships.
- **Minimum Crew:** Crew needed to run the ship at full speed and reload guns effectively (though not optimally).
- **Maximum Crew:** The maximum number of crew the ship can hold. Can be increased with application of the Triple Hammocks upgrade.
- **Maximum Cannon:** The maximum number of cannons the ship can hold.
- **Maximum Cargo:** The maximum tonnage of cargo the ship can hold. This figure must include the weight of food and cannons.
- **Speed:** Velocity of the ship at all points of sailing. This rate can be further increased with the Navigation skill or the retention of a Navigator specialist.
- **Best Point of Sailing:** The direction relative to the wind at which the ship sails at top speed. See chapter 3 for details.



Ships, Upgrades, and Specialists







TIP

To visually identify a ship's classification, look at the color of the hull. Dark-colored hulls are warships and light-colored hulls are merchant ships.




Ship Statistics

Ship Type	Size	Turning Radius	Classification	Min. Crew	Max. Crew	Max. Cannon	Max. Cargo	Speed
 Barque	Medium	Tight	Merchant	10	100	16	70	Slow
Best Points of Sailing:		Broad Beam Reach, Broad Reach						
 Brig	Medium	Tight	Warship	12	150	24	70	Medium
Best Points of Sailing:		Broad Beam Reach, Broad Reach, Running Broad Reach, Running into the Wind						
 Brig of War	Medium	Tight	Warship	12	200	32	80	Medium
Best Points of Sailing:		Broad Beam Reach, Broad Reach, Running Broad Reach, Running into the Wind						
 Brigantine	Medium	Tight	Warship	12	125	20	60	Medium
Best Points of Sailing:		Broad Beam Reach, Broad Reach, Running Broad Reach, Running into the Wind						
 Coastal Barque	Medium	Tight	Merchant	10	75	12	60	Slow
Best Points of Sailing:		Broad Beam Reach, Broad Reach						
 East Indiaman	Large	Very Wide	Merchant	16	150	20	140	Slow
Best Points of Sailing:		Broad Reach, Running Broad Reach, Running Before the Wind						
 Fast Galleon	Large	Wide	Warship	16	160	24	80	Slow
Best Points of Sailing:		Broad Reach, Running Broad Reach, Running Before the Wind						



PRIMA OFFICIAL GAME GUIDE

Ship Type	Size	Turning Radius	Classification	Min. Crew	Max. Crew	Max. Cannon	Max. Cargo	Speed
 Flag Galleon	Large	Wide	Warship	16	250	40	100	Slow
Best Points of Sailing:	Broad Reach, Running Broad Reach, Running Before the Wind							
 Fluyt	Medium	Wide	Merchant	12	50	8	80	Very Slow
Best Points of Sailing:	Running Broad Reach, Running Before the Wind							
 Frigate	Large	Wide	Warship	16	200	32	80	Fast
Best Points of Sailing:	Broad Reach, Running Broad Reach, Running Before the Wind							
 Indian Canoe	Small	Very Tight	Merchant	6	50	8	20	Very Fast
Best Points of Sailing:	Broad Beam Reach							
 Large Fluyt	Medium	Wide	Merchant	12	75	12	100	Very Slow
Best Points of Sailing:	Running Broad Reach, Running Before the Wind							
 Large Frigate	Large	Wide	Warship	16	250	40	90	Fast
Best Points of Sailing:	Broad Reach, Running Broad Reach, Running Before the Wind							
 Large Merchantman	Large	Very Wide	Merchant	16	125	20	120	Slow
Best Points of Sailing:	Broad Reach, Running Broad Reach, Running Before the Wind							
 Mail Runner	Small	Very Tight	Warship	6	80	12	30	Very Fast
Best Points of Sailing:	Broad Beam Reach							
 Merchantman	Large	Very Wide	Merchant	16	125	16	100	Slow
Best Points of Sailing:	Broad Reach, Running Broad Reach, Running Before the Wind							
 Ocean Barque	Medium	Tight	Merchant	10	125	16	80	Slow
Best Points of Sailing:	Broad Beam Reach, Broad Reach							



Ships, Upgrades, and Specialists

Ship Type	Size	Turning Radius	Classification	Min. Crew	Max. Crew	Max. Cannon	Max. Cargo	Speed	
	Pinnace	Small	Very Tight	Merchant	6	60	10	25	Very Fast
Best Points of Sailing:		Broad Beam Reach							
	Royal Galleon	Large	Very Wide	Merchant	16	150	32	130	Very Slow
Best Points of Sailing:		Running Broad Reach, Running Before the Wind							
	Royal Sloop	Small	Tight	Warship	8	125	20	60	Fast
Best Points of Sailing:		Broad Beam Reach, Broad Reach							
	Ship of the Line	Large	Wide	Warship	16	300	48	100	Fast
Best Points of Sailing:		Broad Reach, Running Broad Reach, Running Before the Wind							
	Sloop	Small	Tight	Warship	8	75	12	40	Fast
Best Points of Sailing:		Broad Beam Reach, Broad Reach							
	Sloop of War	Small	Tight	Warship	8	100	16	50	Fast
Best Points of Sailing:		Broad Beam Reach, Broad Reach							
	Trade Galleon	Large	Very Wide	Merchant	16	100	20	120	Very Slow
Best Points of Sailing:		Running Broad Reach, Running Before the Wind							
	Treasure Galleon	Large	Very Wide	Merchant	16	200	40	140	Very Slow
Best Points of Sailing:		Running Broad Reach, Running Before the Wind							
	War Galleon	Large	Wide	Warship	16	200	32	90	Slow
Best Points of Sailing:		Broad Reach, Running Broad Reach, Running Before the Wind							
	West Indiaman	Medium	Very Wide	Merchant	12	100	16	120	Very Slow
Best Points of Sailing:		Running Broad Reach, Running Before the Wind							



Ship Upgrades

Eight ship upgrades can be bought from shipwrights in ports and pirate havens only. Upgrades are randomly assigned, one per port, to each port whenever you create a new pirate. There is no other way to obtain upgrades for a ship you already possess.



Shipwrights offer upgrades to any ships in your fleet.

NOTE

Your initial ship will have a couple of upgrades already (normally Chain Shot and Grape Shot). Usually, captured ships come with one or more upgrades already made.





Ships, Upgrades, and Specialists

Upgrade cost varies based on the size of the ship, but you'll find they're generally cheaper in pirate havens. If you've been promoted to colonel or duke, ship upgrades in the promoting nation's ports and settlements are cheaper and free, respectively.

Upgrades are specific to the ship for which they're purchased and, thus, can't be transferred to any other ship.

NOTE

All ships come with round shot.

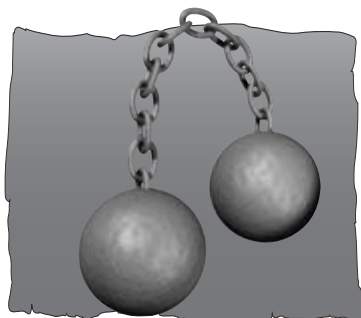
BRONZE CANNON



Bronze Cannon upgrade

Bronze cannons fire more accurately, automatically correcting for poorly aimed shots. Get it if you plan to engage in a lot of combat, especially if your style is to fire from a distance, when accuracy really matters.

CHAIN SHOT



Chain Shot upgrade

Chain shot ammunition is designed to cripple a ship's masts and shred its sails. This upgrade is very useful if you want to pillage rather than sink ships. Once a ship's sails are down, it becomes immobile and will immediately surrender if you sail near it.

CAUTION

Disabled ships can still fire if any cannons remain on board, so approach them from fore or aft.



Chain shot will occasionally do ancillary damage to a ship's hull, cannons, and crew, so be careful using them on ships with severe hull damage or cannons you wish to swipe. In such cases, a boarding action will better preserve your prize.



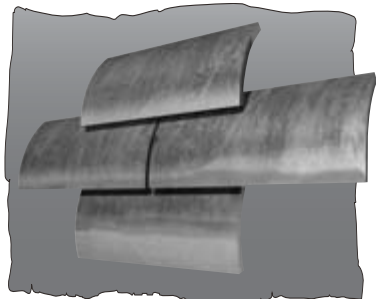
Chain shots, two cannonballs joined with an iron chain, are fired at the masts for maximum sail damage.



A ship with disabled sails is dead in the water and ripe for bloodless boarding and plunder.



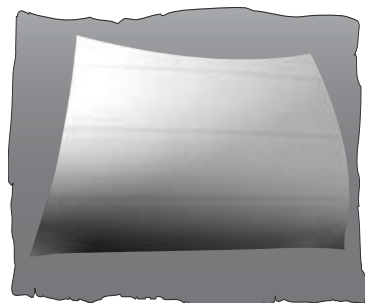
COPPER PLATING



Copper Plating upgrade

Copper plating provides increased maneuverability for all ships, even at full sail. Sharp turning is very useful if you make a habit of ramming and boarding rather than engaging in full sea battles. Nimble maneuverability allows a ship to avoid cannon shots, easily navigate behind an enemy ship, and close the distance to a target quickly and safely.

COTTON SAILS



Cotton Sails upgrade

Cotton sails increase a ship's speed at all points of sailing. When they're combined with the Navigation skill and a Navigator specialist, you can get from Cuba to the Spanish Main in the blink of an eye.

FINE-GRAIN POWDER

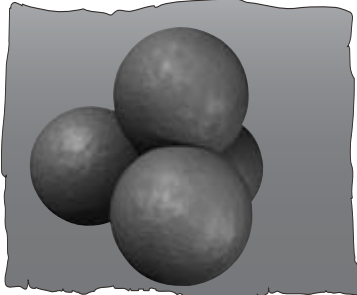


Fine-Grain Powder upgrade

This higher-end gunpowder increases range for all types of shot. If your foe lacks this upgrade, you can fire round shot from a distance with complete impunity.



GRAPE SHOT



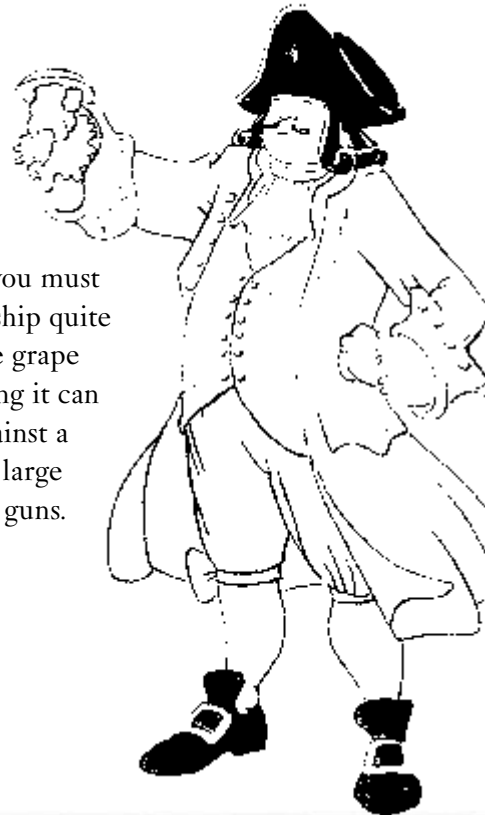
Grape Shot upgrade

Grape shot is a close-range antipersonnel cannon ammunition. It can damage sails and hull, but its primary purpose is to reduce an opposing ship's crew. If you plan to board a ship with a significantly larger crew and want to avoid damaging the ship itself, get in close and pepper it with grape shot. Once the crew matchup is more even, go ahead and board.



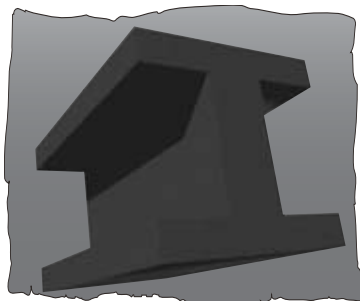
Grape shot takes out crew but only from close range.

Keep in mind that you must steer your ship quite close to fire grape shot, so using it can be risky against a ship with a large battery of guns.





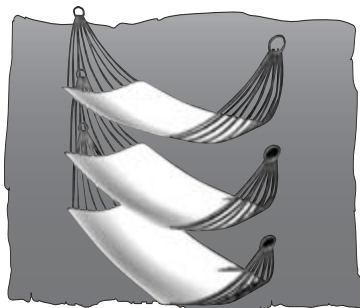
IRON SCANTLINGS



Iron Scantlings upgrade

Iron scantlings reinforce the hull of your ship and make it resistant to all forms of hull damage. This upgrade is only necessary if you're looking to engage in bruising ship-against-ship sea battles or the sneakier but equally hazardous engage-and-board battles, or if you plan to haul enough lucre to attract constant pirate attacks.

TRIPLE HAMMOCKS



Triple Hammocks upgrade

Triple hammocks increase your ship's maximum crew capacity. The only players who will need that many men on board will be pirates who favor sacking extremely well-fortified ports and those who are not adept at fencing (a larger crew gives them more time in which to win the duel).

TIP

Since it's usually a good idea to keep crew numbers as low as possible (to keep morale high and minimize food costs), most players shouldn't waste gold on this upgrade.

Specialists

Specialists are special officers who provide any fleet they're in with a special bonus.

Specialists can only be hired by taking them from a captured ship. Barmaids in the taverns will tip you off when a ship carrying a specialist is sailing nearby. Take (but don't sink) the ship and the specialist will swing his loyalty to your pirate.

Specialists, once acquired, stay with your pirate even after divisions of the plunder (they don't worry about such things nor do they have a stake in the booty). They always have a way of "finding" you so you don't lose them. If, on the other hand, there are other ships in your pirate's fleet, specialists will all move to the new flagship.



Barmaids will often tip you off to a nearby ship carrying a specialist you don't already possess.



After subduing a ship with a specialist on board, you'll have the option to retain the recently unemployed gent's services.





Ships, Upgrades, and Specialists

CARPENTER



Carpenter specialist

The carpenter will repair any hull damage, possibly obviating the need to find and pay a shipwright in port once a month. Any pirate engaged in lots of ship combat should have a carpenter on board.

COOK



Cook specialist

Keeping a talented cook on board acts as a buffer to crew morale, slowing the rate a crew's dissatisfaction builds, extending the time until you must divide the plunder and lose six precious months in port. All pirates benefit from a cook.

COOPER



Cooper specialist

The cooper reduces the amount of food consumed per crewman, allowing your ship to travel longer with less food. This can significantly reduce expenses, especially on ships with large minimum crews, and can vastly extend the distance any ship can travel without having to stop to restock with vittles.



GUNNER



Gunner specialist

The gunner doubles your ship's cannon reload rate at every crew level. Pirates hungry for combat would be well advised to get a gunner on board, and even peaceful merchants should grab one if he presents himself (a fast rate of fire can fend off a weak attacker).

NAVIGATOR



Navigator specialist

The navigator permits all boats in your fleet to travel faster at all points of sailing over and above such benefits from Navigation skill or a Cotton Sails upgrade. All pirates should get a navigator to join the crew.





Ships, Upgrades, and Specialists

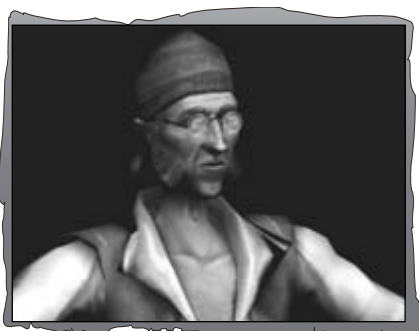
QUARTERMASTER



Quartermaster specialist

The quartermaster is a master of crew discipline, reducing the number of deserters from even the most mutinous of crews. If you plan on milking every last day you can out of your crews, a quartermaster will keep your low morale losses to a minimum.

SAILMAKER



Sailmaker specialist

The sailmaker gradually mends sail damage while your ship is at sea, possibly obviating the need to find and pay a shipwright for the same service. Since all pirates can fall prey to storms or the unruly advances of aggressive privateers, it always pays to have a sailmaker on board.

SURGEON



Surgeon specialist

Crewmen lost during sea battles can be recovered and returned to duty if you have a surgeon on board. This can significantly reduce losses to enemies using round or grape shot. Only pirates who'll engage in frequent sea battles or boarding actions need to find a surgeon to shanghai.



SPECIAL ITEMS



Your pirate's abilities and opportunities can be enhanced by several special items. This chapter explains where to get these items, how to get them without dropping too much gold, and what each one does.

Special Item Levels

Every item type has two variations, one weaker and less expensive and another that's more powerful and very expensive.

The more potent items of a type aren't available until you've acquired the lower-level version. Once the high-end item is in place, the weaker version becomes unnecessary and disappears from your inventory.



Your pirate's special items are listed on the Status screen.



NOTE

Jewelry items are unlike other special items in that they must be bought again after having been given away to a governor's daughter. You can also have both the lower- and higher-level items.

Note that, with one exception, once you own an item (or its more powerful variation), it's with your pirate forever, unless your ship is sunk and your pirate marooned, in which case you lose all items.

Where to Find Special Items

There are myriad ways to acquire special items. How you get them depends on what you want to spend: gold, time, or fame.

MYSTERIOUS TRAVELERS

These shady characters, lurking in the dark corners of every tavern (ports, settlements, and pirate havens), have many things to sell, including randomly assigned special items.



Mysterious travelers offer special items in exchange for gold.

TIP

Spending too much on special items pulls gold out from under your crew, possibly reducing their morale with alarming speed.



Higher-level items can be very costly, and you never know for sure what a traveler will be offering.



Keep your eye out for an unusual, wandering mysterious traveler. Let's just say he answers to the name "Sid" and offers something special.



ATTRACTIVE GOVERNORS' DAUGHTERS




Attractive daughters have access to a wide array of rare and powerful items that they're willing to dole out to visitors they fancy.

To get items from an attractive daughter, you must first find one.

Next, you must dance with her successfully. How well you cut a rug yields one of three reactions:



Attractive governors' daughters offer a choice of items after a successful dance.

-  **Disgust:** If your pirate dances poorly, the daughter makes no secret of her disappointment.
-  **Kiss on the Hand:** One of two successful results, given if you dance well but with few "flourishes."
-  **Dip:** The pinnacle of success—a daughter who allows herself to be dipped has been swept, literally and figuratively, off her feet by your pirate's deft dancing with plenty of flourishes.

NOTE

Plain daughters also give items at the top two woo levels (4 and 5).



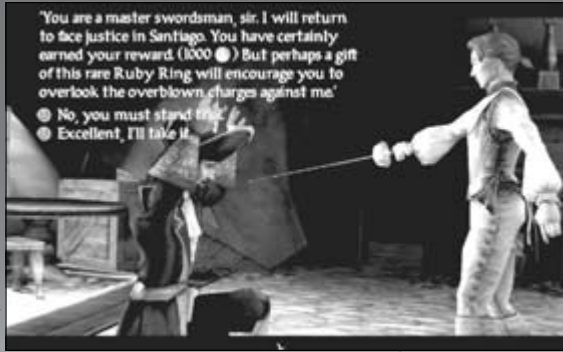
The dip means your pirate danced extremely well and will get you an extra choice of items.



NOTE

Getting items from daughters costs nothing beyond the effort in winning them.

Earning the kiss on the hand will win you the choice of three special items. If you did well enough to earn a dip, you'll have the choice of *four* items.



Once you track down and vanquish a fugitive, he'll offer you the chance to trade the payoff for nabbing him (increased rank) for a free special item.

FUGITIVES

If you catch a fugitive, he may offer you a special item if you let him elude capture. If you accept the offer, you'll still get the monetary reward for finding him but will forgo the positive points toward promotion from the country seeking the fugitive.



Item Appearance and Cost

When and where items are offered is, as stated above, random, but higher-level versions of an item won't be available until your pirate has acquired the lower-level incarnation.

First tier special items cost 500 gold and upper tier items cost 1,500 gold, but that's just a base price. The actual cost of the items is variable, depending on difficulty level and the wealth of the port in which the item is offered.

Special Item Catalog

NOTE

All swordfighting speed items are cumulative and add to other forces that speed fencing ability. A young pirate with a Silk Fencing Shirt, a Perfectly Balanced Rapier, and Fencing skill will have extremely fast fencing speed.

A SET OF BALANCED SWORD



Price: 500 Gold

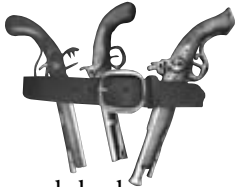
Type: Swords

Replaced by: Perfectly Balanced Rapier

This set of swords increases the speed of attacking and blocking moves in sword combat.



BRACE OF PISTOLS



Price: 1,500 Gold

Type: Pistols

Replaces: One-Shot Pistol

In sword duels, your enemy will begin the fight two steps back from the normal starting position if you carry these pistols.

CALFSKIN BOOTS



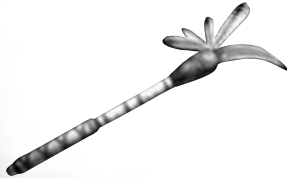
Price: 500 Gold

Type: Dancing Shoes

Replaced by: Dancing Slippers

These boots make dancing with governors' daughters easier by creating a larger margin of error for button presses. Often, though not as frequently as with Dancing Slippers, pressing the wrong key will still result in the correct move being performed. It will even be performed with a flourish if you hit the wrong button in time with the music.

CARVED SHAMAN STICK



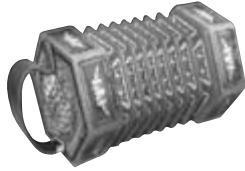
Price: 1,500 Gold

Type: Native Artifacts

Replaces: Shrunken Head

Normally, you can't visit an Indian village for a time after asking them to attack a port. Having this item significantly shortens this period and allows you to seek their help more frequently.

CONCERTINA



Price: 1,500 Gold

Type: Musical Instruments

Replaces: Three-Stringed Fiddle

This item profoundly increases morale and, thereby, prolongs the useful lifespan of a crew.

DANCING SLIPPERS



Price: 1,500 Gold

Type: Dancing Shoes

Replaces: Calfskin Boots

Wearing these slippers creates a large margin of error when you dance with governors' daughters. Pressing the wrong button will usually (though not always) result in the correct move being performed.

DIAMOND NECKLACE



Price: 1,500 Gold

Type: Jewelry

Replaces: Ruby Ring

This is the most valuable gift you can give a governor's daughter; presenting this increases your romance lever with that daughter and it earns very valuable information.

Unlike all other items, jewelry items are removed from your pirate's possession when used.

DUTCH RUTTER



Price: 500 Gold

Type: Navigation Books

Replaced by: Spanish Rutter



PRIMA OFFICIAL GAME GUIDE

When you possess this navigation book, many (but not all) settlements, pirate havens, Jesuit missions, and Indian villages will appear on the World Map even if you haven't sailed near them.

FALSE MUSTACHE



Price: 500 Gold

Type: Disguises

Replaced by: Theatrical Disguise

If a city is hostile to your pirate, it'll close the port, fire upon his ship, and refuse to trade with him. If your pirate sails into a Spanish town that does not trade with Pirates, the merchant may be tricked into trading with him, but only if the port is only mildly negative toward him.

FINE TELESCOPE



Price: 1,500 Gold

Type: Spyglasses

Replaces: Quality Spyglass

This item gives maximum range when using a telescope.

FRENCH CHAPEAU



Price: 500 Gold

Type: Stylish Headgear

Replaced by: Ostrich Feather Hat

Wearing this hat earns an invitation to dance with attractive daughters regardless of the daughter's country.

GOLDEN CROSS



Price: 500 Gold

Type: Religious Items

Replaced by: Sacred Relic

If you've lowered the Jesuits' opinion of your pirate, this object will elevate it, but only a moderate amount. Having this item allows you to seek their help more frequently.

INCAN MYSTIC SALVE



Price: 1,500 Gold

Type: Medicinal

Replaces: Medicinal Herbs

This balm significantly delays the effects of aging, allowing your seafarer to pirate longer. It works in addition to the effects of the Medicine skill.

LEATHER VEST



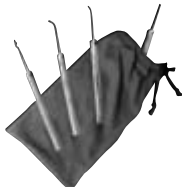
Price: 500 Gold

Type: Armor

Replaced by: Metal Cuirass

Wearing this leather armor causes some thrust attacks to miss.

LOCKPICKING KIT



Price: 500 Gold

Type: Lockpicking Items

Replaced by: Skeleton Key

This kit moderately increases the chance that your jailed pirate will immediately be offered the chance to sneak out.



MEDICINAL HERBS



Price: 500 Gold

Type: Medicinal

Replaced by: Incan Mystic Salve

The herbs moderately delay the effects of aging, allowing your seafarer to pirate longer. It works in addition to the effects of the Medicine skill.

METAL CUIRASS



Price: 1,500 Gold

Type: Armor

Replaces: Leather Vest

When you wear this iron breastplate in a swordfight, most thrust attacks will miss even if they're not blocked.

ONE-SHOT PISTOL



Price: 500 Gold

Type: Pistols

Replaced by: Brace of Pistols

In sword duels, your opponent starts the fight one step back from the normal starting position when you carry this pistol.

OSTRICH FEATHER HAT



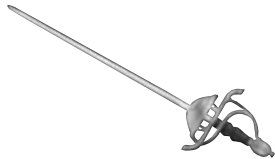
Price: 1,500 Gold

Type: Stylish Headgear

Replaces: French Chapeau

Wearing this hat earns an invitation to dance with attractive, and beautiful daughters regardless of the daughter's country.

SWORDS



Price: 1,500 Gold

Type: Swords

Replaces: Balanced Sword

These swords dramatically increase the speed of attacks and defensive moves in swordfights.

PRECISION BAROMETER



Price: 1,500 Gold

Type: Weather Instruments

Replaces: Weather Glass

This instrument allows your fleets to sail very close to and even through severe (black cloud) storms with little or no damage.

PUFFY FENCING SHIRT



Price: 500 Gold

Type: Fencing Shirts

Replaced by: Silk Fencing Shirt

This shirt moderately increases the speed of both defensive and offensive dueling moves.



QUALITY SPYGLASS



Price: 500 Gold

Type: Spyglasses

Replaced by: Fine Telescope

View range is extended with this spyglass when using a telescope.

RUBY RING



Price: 500 Gold

Type: Jewelry

Replaced by: Diamond Necklace

The Ruby Ring is the least valuable gift you can give a governor's daughter; presenting it earns moderately valuable information.

Unlike all other items, jewelry items are removed from your pirate's possession when used.

SACRED RELIC



Price: 1,500 Gold

Type: Religious Items

Replaces: Golden Cross

If you've severely damaged relations with the Jesuit missions, this object should restore your pirate to good standing and get him the valuable escort assignments offered by the abbots. Having this item allows you to seek their help more often.

SHRUNKEN HEAD



Price: 500 Gold

Type: Native Artifacts

Replaced by: Carved Shaman Stick

Normally, you can't visit an Indian village for a time after asking the Indians to attack a port. Having this item somewhat shortens this period and allows you to seek their help more frequently.

SIGNAL FLARE



Price: 1,500 Gold

Type: Signaling Devices

Replaces: Signaling Mirror

Your marooned pirate will have to wait only one month to be rescued by a passing ship if he can set off a flare.

SIGNALING MIRROR



Price: 500 Gold

Type: Signaling Devices

Replaces: Signal Flare

Your marooned pirate will have to wait only three months to be rescued by a passing ship if he uses this signaling device.

SILK FENCING SHIRT



Price: 1,500 Gold

Type: Fencing Shirt

Replaces: Puffy Fencing Shirt

This shirt markedly increases the speed of both offensive and defensive dueling moves in swordfights.



SKELETON KEY



Price: 1,500 Gold

Type: Lockpicking Items

Replaces: Lockpicking Kit

Having this item dramatically increases the chance that your jailed pirate will immediately be offered the chance to sneak out.

SPANISH RUTTER



Price: 1,500 Gold

Type: Navigation Books

Replaces: Dutch Rutter

This book reveals all settlements, pirate havens, missions, and Indian villages on the World Map.

THEATRICAL DISGUISE



Price: 1,500 Gold

Type: Disguises

Replaces: False Mustache

No matter how hostile a port, this item will trick the merchant into trading with you.

THREE-STRINGED FIDDLE



Price: 500 Gold

Type: Musical Instruments

Replaced by: Concertina

Having this musical instrument on board moderately increases crew morale, extending the useful life of a crew.

WEATHER GLASS



Price: 500 Gold

Type: Weather Instruments

Replaced by: Precision Barometer

With this instrument, fleets can sail closer to storms without taking damage.





OF BATTLEFIELDS, BALLROOMS, AND BACK ALLEYS: SPECIAL MODES



Much of the time you sail from place to place, doing your business at various points of call and other destinations. The really important work, however, may be done in several special-purpose modes.

This chapter explains the three combat modes along with the equally hazardous worlds of dancing with governors' daughters and sneaking in and out of ports.

Sea Battles

Depending on your approach to the game, the bulk of your aggression is expressed (at least initially) in ship-to-ship combat on the high seas.

TIP

If you need food or cannons, don't go to the ports' merchants. Instead, target warships and grain transports in sea battle. These ships carry lots of food and few commodities. Merchant ships are the opposite: lots of commodities but very little food and few cannons.

Quickly determine which ships are which by their hull color. Warships have dark hulls while hulls of merchant ships are lighter shades. Grain transports are normal merchant ships that are identified as transports in their label.

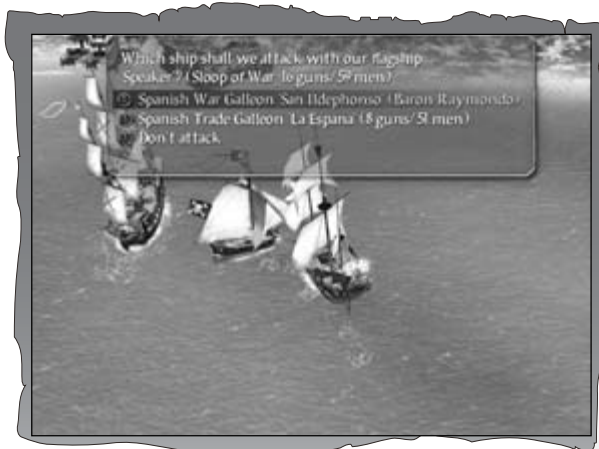


Of Battlefields, Ballrooms, and Back Alleys: Special Modes

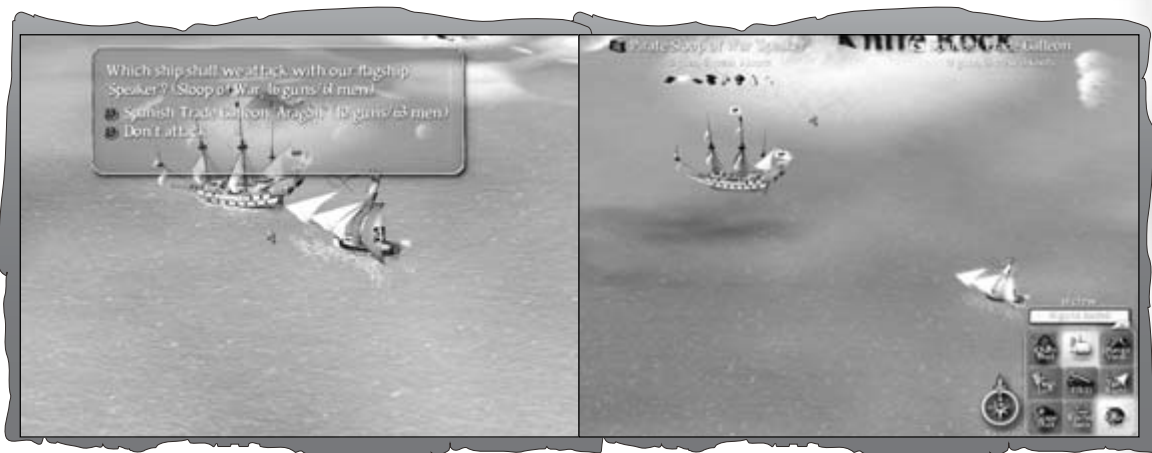
ENGAGING YOUR PREY

The first step in a sea battle is deciding which ship to attack. Pressing the attack key summons a list of every ship in attack proximity, listing each ship's number of guns and crew.

At this juncture, you may select which ship you want to attack (or back out of the attempt entirely) or change your flagship to another in your fleet (if any) to gain a more favorable matchup. Selecting a target switches the game to sea battle mode.



Select which ship you want to fight by comparing its crew and cannons to your own.



When attacking, always approach from the direction of the wind so your ship will have the wind behind it when you switch to sea battle mode.

TIP

Your initial position in sea battle mode is affected by the relative positions of your ship and the opposing ship when you started the attack. It's a general rule of sea combat that you want the "weather gauge" (or wind advantage), so always initiate attacks from downwind of your victim. Thus, if the wind is blowing from east to west, position your ship east of its quarry before starting the attack.



PRIMA OFFICIAL GAME GUIDE

Enemy ships can never initiate sea battle mode, but they can fire upon your ship in the standard navigational mode. This will happen if you have a sufficiently nefarious reputation with the ship's country or with the pirate society in general. You can respond to these assaults by either fleeing or initiating sea battle mode.

NOTE

If another ship, particularly an escort of the ship you're attacking, is in the vicinity, both ships will appear in sea battle mode.

TACTICS AND TIPS

Once you enter sea battle mode, several possible moves will improve your chances of victory.

Reefing Sails

Sails can be either "full" or "reefed." Full sails allow your ship to sail faster, but they'll incur considerable damage in combat if targeted with chain shot. Reefed sails are drawn in for greater maneuverability at the expense of speed, and greater protection from enemy cannon fire.

Unless you're attempting to flee or close in on a ship with an equal or greater top speed, reef your sails immediately upon entering sea battle mode.



Reefed sails should be used in most combat for greater maneuverability and protection from sail damage.



Of Battlefields, Ballrooms, and Back Alleys: Special Modes

TIP

Once you become adept at sailing in sea battle mode, switching back and forth between full and reefed sails when you need speed or maneuverability will give you the utmost advantage.



When you're giving chase (or fleeing) and there's little danger of being fired upon, switch to full sails for maximum speed.

Choosing Cannon Shot

Courtesy of the shipwrights in various ports of call, a ship can have up to three different kinds of shot for its cannons: round, chain, and grape.

Every ship stocks round shot, but chain and grape must be purchased as upgrades.



Grape and chain shot can be purchased as upgrades.

Round: Round shot can be fired from extremely long range and primarily damages a ship's hull, destroys its cannons, and eliminates crew. If you want to sink a ship or just reduce the number of guns on board, use round shot.

Chain: Chain shot range is shorter than round shot range, and it has a more specialized purpose: destroying sails and masts. Though it must be used at closer range than round shot, chain is the best way to disable a ship without sinking it, and should be the shot of choice if you plan to salvage and sell the ship later.



PRIMA OFFICIAL GAME GUIDE

Grape: Grape shot is an antipersonnel ammo that primarily reduces the crew size on enemy vessels. It has the shortest range of any shot but has a devastating effect on enemy crews.

Cannons on Board

How much damage your ship can inflict is a function of the number of cannons you've purchased or found, and the ship's number of cannon slots.

Every ship has a maximum number of cannon slots. Though you can carry more than this number, only the maximum number will ever fire in battle. Since half a ship's guns are on each side of the ship, only half that number will ever fire in a single volley; your crew automatically decides from which side to fire based on enemy position.

When a cannon is destroyed by an enemy attack, your ship's offensive punch is reduced by one shot each volley. Though you may have more cannons below deck, they can't be brought online until the current battle is finished. Thus, your ship's offensive capabilities can be reduced or completely eliminated even if you're carrying more than the ship's maximum cannons.



The ranges for chain and grape shot are shorter than for round. Get into range before firing or you'll have to wait for the cannons to reload.



Don't pay for cannons! Every time you capture a ship, take as many guns as you need to have your ship's maximum plus a few extra.



Of Battlefields, Ballrooms, and Back Alleys: Special Modes

Reload Speed

How quickly your ship's cannons reload is a function of the size of its crew. The larger the crew, the faster the guns are ready to fire again.

Having a crew smaller than your ship's minimum crew will dramatically slow reloading time. The minimum crew reloads much more quickly, but not nearly at the top possible speed.

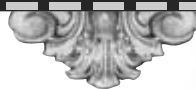
Above the minimum crew level, the reload speed increases further, escalating with every crewman up to the ship's maximum crew amount. The more men on board, the faster the cannons will reload.



The Cannon Status bar fills faster if you have a large crew. You can fire when it's only partially full, but there will be less damage.

NOTE

In actuality, the effect of additional crewmen on reload time lessens at about 75 percent of the ship's non-upgraded maximum crew. After this point, additional crewmen will have a positive but less dramatic effect that might not be worth the extra cost of food or the challenge of keeping a larger crew's morale high. Thus, if a ship can hold 200 crew, every crewman you add up to 150 will contribute greatly to reload speed. From 150 to 200 (or 300 if you've added the Triple Hammock upgrade), the increases will become less noticeable with each crewman. The rate at which they tear through your food stores and the volatility of their morale (due to each man's smaller stake in the ship's plunder) will continue to rise as the reload efficiency gains steadily shrink.

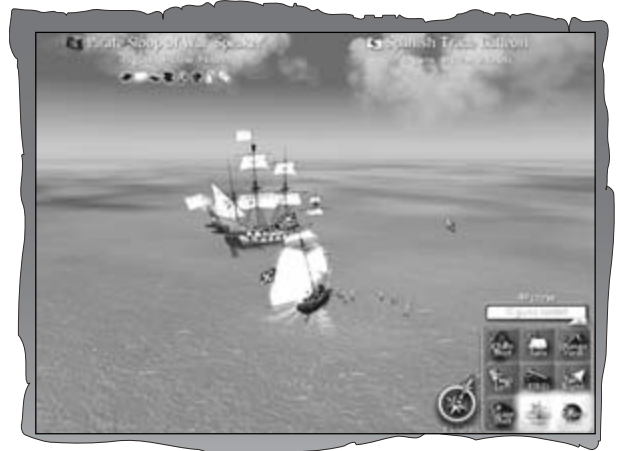




PRIMA OFFICIAL GAME GUIDE

Picking Up Cargo and Crew

When ships are hit, they often lose crates of cargo or eject injured crewmen overboard. Sailing over the flotsam or struggling sailors adds (or restores, if they were yours) them to your booty or crew and prevents your foe from doing the same.



Sail over lost crewmen and floating crates to gain crew and cargo from a battle.

TO SINK, DISABLE, OR BOARD

Once in combat, you have three options (four, if you count fleeing) for what to do with the other ship: sink it, disable it, or board it.

NOTE

If the opposite ship is vastly overmatched in crew numbers, it will surrender as soon as your ship comes within shouting range. You can also force a ship to surrender by reducing its crew with grape shot before approaching it; get the difference large enough and they'll see the writing on the wall and raise the white flag.



Of Battlefields, Ballrooms, and Back Alleys: Special Modes

Sinking

Sinking a ship has but one result: change in the opinion of the ship's country and those of its allies and enemies. All gold, crew, specialists, food, commodities, cannons, and the salvageable ship itself will be lost forever.



TIP

If sinking is your aim, attack entirely with round shot.

If sending a ship to the bottom is your goal, let 'em have it with round shot from long range.

Disable

You can disable a ship without sinking it by destroying its sails, or by reducing its crew numbers far below your ship's crew count.

NOTE

A third way to disable a ship is by destroying its cannons. Unfortunately, the only way to do this is with round shot, which has a very high risk of destroying the hull and sinking the ship.

NOTE

Because the shot can inadvertently strike the hull, using chain or grape shot on a ship with a severely damaged hull can still sink it.



PRIMA OFFICIAL GAME GUIDE

Ships' sails can be targeted by loading chain shot. These volleys may also take out some crew or damage the ship's hull, but the brunt of the damage will be felt by the sails and masts.

NOTE

Your cannons' range shortens when using chain shot, so your ship must be considerably closer to strike, inevitably well inside any ship's range (even ones without fine-grain powder).



As the sails are shredded, the ship will gradually lose speed and maneuverability. When, at last, its masts snap, it'll be dead in the water and ready to surrender if you ram and board it.

Shatter a ship's mast to disable it, and then move in to accept its surrender.

TIP

Stay away from a disabled ship's port and starboard because they can fire a cannon volley as your ship approaches.

Another way to disable a ship is to reduce or eliminate its crew. Crew can be targeted by using grape shot in your ship's cannons. If the ship's crew is reduced below its minimum crew requirement, it won't sail at full speed. Even if crew can't be lowered below minimum, getting it far below the number of crewmen on your ship may cause the ship to surrender the next time your ship enters boarding range.



Of Battlefields, Ballrooms, and Back Alleys: Special Modes

Board

The third option is to board a ship by ramming it. This can be done after degrading the ship through sea combat, or immediately if you wish to keep the ship fully intact or are adept at sword combat.



TIP

If you want to board a ship but its crew is larger than yours, pepper the ship with grape shot to equalize the coming crew-vs.-crew battle.



The first challenge is getting into boarding range without getting your ship chopped into bits, its sails tattered, or its crew thrown overboard. When boarding, it's important to approach from the direction of the wind and maneuver behind the other ship, where it can't fire its cannons. If this isn't possible, reef your ship's sails, sail directly toward the ship, and be prepared to dodge each volley by veering in a different direction toward the enemy ship.



To take a ship by boarding, you must defeat the ship's captain.



Running straight at a ship can be dangerous, but it gets you to boarding range quickly.



TIP

Dodging cannon shots is difficult in any ship, but having a fast, maneuverable vessel helps. Regardless of the ship, always turn toward the ship that fires a volley. It's more likely that the cannonballs will sail over your ship. Attempting to steer away means the entire force of the shot will rake through your ship's stern (rear).

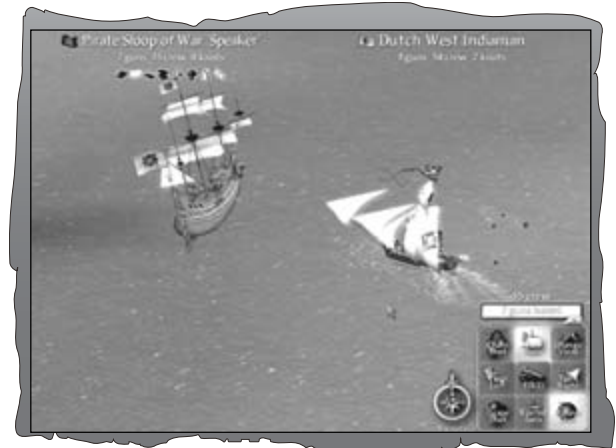




PRIMA OFFICIAL GAME GUIDE

When the ship is within boarding range, ram your ship into it to begin the boarding process. If the other ship feels it's overmatched, it surrenders without a fight. If not, the battle begins.

As described in chapter 3 (Seafaring and Crew Morale), two battles occur when you board a ship. The first is a one-on-one battle between your pirate and the ship's captain.



Steer away from the cannonballs but toward the firing ship to avoid incoming cannon volleys.

NOTE

In ship duels, you can push the captain up to two steps before the fight even begins if you have one of the pistol special items. See chapter 5 (Special Items).

The second battle is between both crews, and it rages in the background as your pirate fights the captain. Every few seconds, one crew loses members in the battle; which crew falls and by how much is a function of their morale and, indirectly, how well your pirate is doing in his swordfight.

For every step from the starting position your pirate pushes his opponent, your crew's battle morale is raised. It's entirely possible that this could be enough to let your crew get the upper hand on a larger enemy crew.



If your crew outlasts the other ship's crew, the captain surrenders the next time you hit him.



Of Battlefields, Ballrooms, and Back Alleys: Special Modes

You can win the boarding action in two ways. If you win the swordfight outright, whatever enemy crew remains surrenders and the ship and its contents is yours.

Alternatively, if the opposing crew is reduced to one member, the captain surrenders the next time you land a successful strike.

NOTE

Some portion of the crew may volunteer to join your ship. Whether to accept is up to you.

NOTE

If your crew is reduced to one, your pirate surrenders if he's struck again. This doesn't mean you lose. If you can vanquish the other captain without taking a single hit, victory can still be yours.

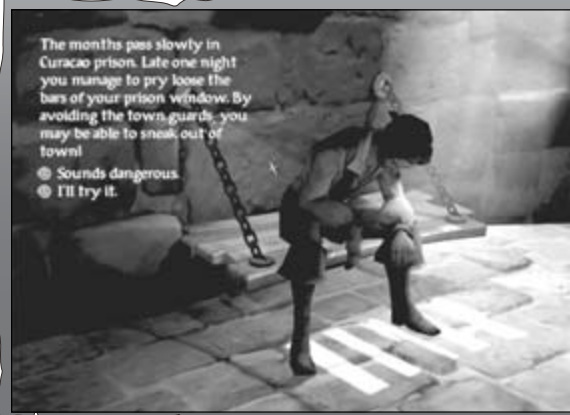
If both crews stand at one member, the next swordsman to land a strike wins.

LOSING

If your ship is sunk or your pirate loses in the boarding action, his life gets harder for a while. He can be jailed or marooned.

Jail

If your pirate surrenders in a boarding action against one of the four colonial powers, he'll be sent immediately to the jail in the nearest port belonging to that power. There he must stay for six months unless he buys his way out or escapes.



The months pass slowly in Curacao prison. Late one night you manage to pry loose the bars of your prison window. By avoiding the town guards, you may be able to sneak out of town!

- ⊙ Sounds dangerous.
- ⊙ I'll try it.

Losing time in jail is frustrating for any pirate. Take escape opportunities when they arise.

The odds of escaping increase if you have the Lockpicking Kit, and it increases further with the Skeleton Key.

NOTE

If your flagship is sunk but there are other ships in your fleet, your pirate loses the flagship and its upgrades, but retains a portion of its gold, crew, cargo, all specialists, special items, and maps.

Marooned



A deserted island isn't much better than jail when your pirate wants to be at sea, creating his legend. Let's hope he's rescued soon.

If your fleet's only ship is sunk or your pirate surrenders to a pirate captain, he'll be marooned on a nearby deserted island.

He'll be rescued in six months by a new ship with a new crew and must start over with only his treasure maps and special items (and whatever gold he's banked after previous divisions of plunder). All ships, gold, upgrades, specialists, cargo, and crew on the previous ship will be lost forever.

If you have acquired the Signaling Mirror or Signal Flare, the odds of being rescued sooner increase.



Land Battles

Attacking a port is an excellent way to gain treasure, endear yourself to any enemies of the port's colonial master, and (potentially) instantly convert a hostile port to a friendly shelter.

Winning, however, requires a bit of knowledge and some skill.

THE GOAL: INFILTRATION, NOT DESTRUCTION

Defeating or chasing off all enemy units is one way to win land battles, but that's not the point. Getting a single group of units to the port's gate is important. You will sack the town and it increases the opinion of any country at war with the country that holds that port (and their allies), and decreases opinion with the country's colonial ruler (and its allies).

Winning the battle outright does have some benefits that stealth lacks. Usually, the plunder received by a port is more for an outright victory than for getting units into the port. Actually conquering a town and installing a new ruling country of your choice can only occur after an outright victory. Finally, installing a new governor earns an additional change of opinion not available for merely receiving plunder.



When you are offered the choice to attack a port, the exact number of soldiers guarding it is listed.

CHOOSING AND SOFTENING A TARGET

The greater a port's defenses, the more pirates are required to sack it, and the greater the chances it'll possess higher-end land battle units (cavalry and artillery). Defense isn't the only factor.



Defenses

Defenses can be degraded by repeated attacks, but this can cost valuable crew lives. There are ways to degrade a port's defense that cost you nothing.

TIP

The moniker of a port will indicate its population and wealth, along with its level of defense:

Strong: Capital, Town, Trading Post, Stronghold

Moderate: Village, Outpost

Weak: Port, Colony

The first means is completely out of your control. When nations are at war, they'll often attack enemy ports with warships. These attacks may be repelled but will certainly reduce the number of forces defending the city. You may wait until the attacker is repelled and swoop into the weakened port, fend off the attackers yourself before they complete the job, and then sack the port by land. Or anchor and launch your assault while the battle is in progress.



A stronghold will be well defended, so expect to need a very big crew.



Refrain from attacking their ships and the captains of pirate havens and chiefs of Indian villages will help you reduce the defenses of nearby towns.



Of Battlefields, Ballrooms, and Back Alleys: Special Modes

The other means is only available if you've stayed on the good side of the Caribbean's native tribes or pirates. If you're on good terms with the Indians or pirates in general and an individual village/haven in particular, talk to the chief/captain and he'll offer to attack any nearby port. Usually, these attacks (even if repelled) decrease the number of soldiers guarding the port, softening it up for a full attack from your crew.

NOTE

In its effect on country opinion (as a means to promotion), what kind of port of call you sack doesn't matter; they're all worth the same regardless of defensive level, population, or wealth. What varies is the size of the plunder (based on wealth) and the possibility that you'll be able to name the port's new ruling country. The latter earns an additional change of opinion and is based on the differential between your crew and the number of soldiers remaining at the end of the battle. Thus, the greater you outnumber a port's defenders, the better the chance you'll be able to call the shots when the smoke clears.



Wealth



Towns with pristine flags pay the largest plunder.

A town's wealth partially affects the size of the plunder it'll pay once it's been sacked. If gold is your aim, go for the wealthier ports of call (capital, trading post), in particular ones that also have weak or moderate defenses (port, village).








UNITS

Your pirate and the colonial powers have several units at their disposal in land battles.

Land Battle Units

Unit	Speed	Melee	Base Morale	Firepower	Range
Cavalry	3	8	2	N/A	N/A
Buccaneers	2	1	2	4	4
Pirates	2	4	3	N/A	N/A
Guards	2	3	3	3	2
Scouts	2	3	1	N/A	N/A
Archers	2	2	2	3	2
Artillery	1	N/A	1	3	8
Infantry	2	2	2	3	3
Officers	2	5	3	N/A	N/A

-  **Speed:** The number of moves the unit may make per turn.
-  **Melee:** A unit's attack power in close combat.
-  **Base Morale:** How ready for battle the unit will generally be (on a scale of 1-3). This is altered in battle by either taking or inflicting damage (decreasing or increasing morale, respectively).
-  **Firepower:** A unit's attack power in long-range attacks.
-  **Range:** The distance from which units with long-range weapons can attack.



Of Battlefields, Ballrooms, and Back Alleys: Special Modes

Pirate Units

You have three basic units at your disposal in battle: pirates, buccaneers, and officers.

Pirates

Speed: 2

Melee: 4

Base Morale: 3

Firepower: N/A

Range: N/A

Pirates are exclusively close-combat units that pack quite a punch (more than any colonial or native units other than cavalry). Since their base morale is high, they're more likely to stand and fight than colonial infantry units, so target infantry with pirates.

Buccaneers

Speed: 2

Melee: 1

Base Morale: 2

Firepower: 4


Range: 4

Buccaneers have more long-range firepower than any other unit (including artillery) but are extremely weak at close range. They get an attack bonus if they fire from high ground, so get them on a hilltop, preferably in wooded areas, for greater defense.



TIP

When possible, attack a unit with buccaneers first. This early damage makes them easier to defeat when your melee units enter the fray.





PRIMA OFFICIAL GAME GUIDE

Though they can only fire once, the shot can do more damage with two movement points left. So, get them into a good position (up high in trees) and leave them there to shoot at anything that comes into range.



Protect your buccaneers by placing them between pirate units. These melee-strong escorts can defend the buccaneers from devastating flanking attacks.

Officers

Speed: 2

Melee: 5

Base Morale: 3

Firepower: N/A

Range: N/A

Pirate officers are your strongest close-combat units (and are exceeded in general only by colonial cavalry), though they are unable to attack from a distance.

Officers are more potent attackers than pirates and can cut right through bands of infantry and guards.





Of Battlefields, Ballrooms, and Back Alleys: Special Modes

Colonial Units

Colonial units man the defenses of each country's ports. Whether the higher-end units appear depends on the port's level of defense.

Infantry

Speed: 2

Infantries are the colonials' basic unit. Though they're relatively weak in both respects, they can attack at both close and (more effectively) long range.

Melee: 2

Base Morale: 2

Pick infantry off from afar with buccaneers or rush them with pirates or officers. Their melee attack is particularly feeble, and their low morale means they'll flee at the slightest loss.

Firepower: 3

Range: 3

Guards

Speed: 2

Guards are the colonials' higher-end foot soldiers (though they do have a weak ranged attack), but are no match for your officers (or even your pirates) in terms of melee damage. As long as the guards don't attack from high ground, from the rear or flank, or from within woods, a fresh group of officers will usually prevail.

Melee: 3

Base Morale: 3

Firepower: 3

Range: 2

Cavalry

Speed: 3

These horse-mounted attackers are the game's best melee attackers (almost double the power of officers), but they have severe limitations you can exploit to gain the upper hand.

Melee: 8

Base Morale: 2

Firepower: N/A

Range: N/A

NOTE

Cavalry are generally found in ports with strong defenses.



PRIMA OFFICIAL GAME GUIDE

Cavalry units can move three times on a turn and get an extra move when they win a fight. Thus, they can cover ground very quickly.

Fortunately, their morale is relatively low for a melee unit, meaning they'll flee if attacked effectively. More importantly, their attack and defensive powers are significantly reduced when fighting in the woods, so engage them there, from the flank or uphill if possible.

Artillery

Speed: 1

Melee: N/A

Base Morale: 1

Firepower: 3

Range: 8

Artillery units are the most powerful long-range units, but they are utterly defenseless if attacked from close range. Their attack power isn't as potent as a shot from a buccaneer, but it has twice the range of its closest rival.

NOTE

If artillery units are the only remaining enemy units, the battle ends because they have no defensive capabilities.

Native Units

The local natives will fight on behalf of the colonials or your pirates. They randomly appear in battle.

Scouts

Speed: 2

Melee: 3

Base Morale: 1

Firepower: N/A

Range: N/A

Scouts are relatively weak melee-only units. Because of their extremely low morale, a single volley from distant buccaneers should send them running. Otherwise, they should be no problem for a spirited band of officers or pirates.



Of Battlefields, Ballrooms, and Back Alleys: Special Modes

Archers

Speed: 2

Archers are primarily ranged units, identical to infantry in all but their shorter bow attack range. They're heartier than scouts but can be easily cut down by officers or pirates.

Melee: 2

Base Morale: 2

Firepower: 3

Range: 2

INITIATING THE ASSAULT

The first step in attacking a port is deciding where to begin.

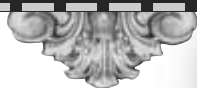
First, you must land somewhere near the port itself and send a party marching toward it. When you near the outskirts, you'll have the option to enter the port, sneak into it, or attack it. You can also sail into the port and attack it if the town or nationality is mad at you.



Choose your starting point carefully.

NOTE

To permit an informed decision, the option to attack also displays how many soldiers the port contains and how many pirates you have at your command. Just because you're outnumbered doesn't mean you'll lose, but it's something to consider.





PRIMA OFFICIAL GAME GUIDE

Next, you'll be given three options about where to begin your attack. The following considerations should guide your decision:

- Obstructions blocking the path to the port gate (e.g., rocks, water)
- Availability of tree cover (the more the better)
- Alternative paths to the gate (if you can sneak around the enemy force, you can elude a larger force and hold the town for plunder)

When you decide on the starting position, the battle is joined.

THE BATTLEFIELD

During land battle mode, terrain and positioning are extremely important. You begin somewhere in the south and your destination is to the north. Along the way, there are several land features that can either help or hinder.

Elevation

An attacker on higher ground than its target enjoys an attack advantage. This is especially valuable for ranged units that can land several assaults before a melee enemy can reach them.



Uphill units get an attack advantage.



Of Battlefields, Ballrooms, and Back Alleys: Special Modes

Tree Cover

Woods render any units within them invisible to the enemy until an opposing unit is directly adjacent or launches a ranged attack.



Units in the trees are invisible and get a defensive bonus.

TIP

Use the invisibility of tree cover to sneak up behind or beside an enemy for an amplified flanking attack.

Units taking refuge in the woods also enjoy a substantial defensive bonus, rendering enemy attacks nearly ineffective.

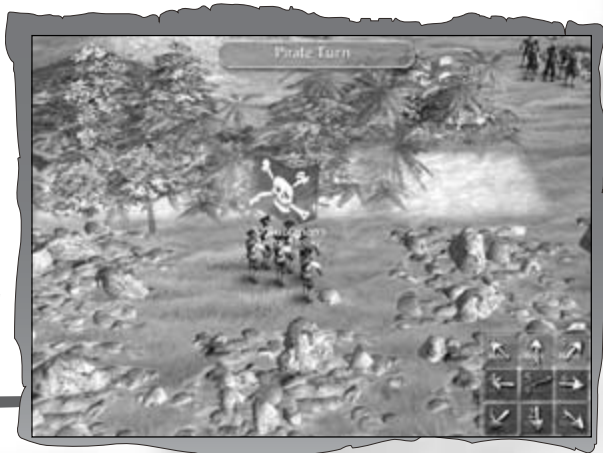
TIP

When cavalry units are about, never face them on open ground or they'll tear your units apart. Take to the trees and make the horses come to you where they can do little harm.

Rocks

Rocks are impassable and largely dictate your routes to the port gates. If rocks block your units' path, you must move around them or find a different route.

Rocks can be turned to your advantage if used to protect units from flanking attacks.





PRIMA OFFICIAL GAME GUIDE

Rocks can be used defensively to prevent flanking attacks or funnel enemies toward a waiting force. If you establish a unit with its back to rocks, it can't be attacked from behind and you may spend fewer units defending your buccaneers from (for example) fatal flanking maneuvers.



TIP

Bodies of water can be used like rocks as an extra defender to protect units against attacks from the side or the rear.

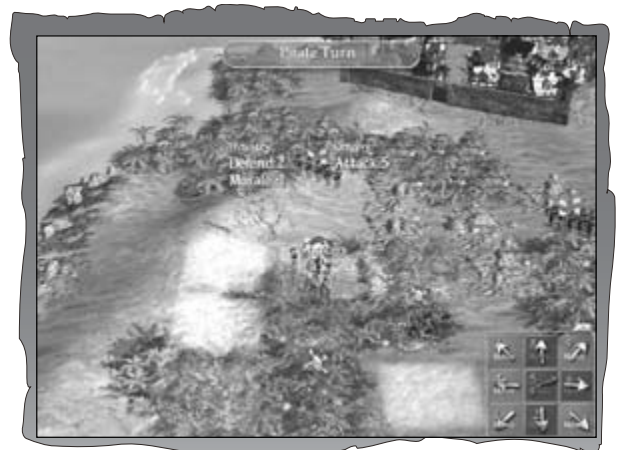


Rocks, however, don't block line of sight, and units behind them can be seen by enemy units. Additionally, ranged attacks can be launched and can damage units standing behind rocks.

COMBAT

Land combat is turn based, with each of your units taking its allotment of moves in turn followed by each of your opponent's units doing the same.

When units meet and you or your foe moves a unit into a position held by an opposing unit, the attack begins. The aggressor's attack strength is compared against the recipient's defensive strength and the resulting comparison dictates how much damage is inflicted.



Move into the space occupied by another unit to initiate close combat.



Of Battlefields, Ballrooms, and Back Alleys: Special Modes

Close Combat

The attack strength in close combat is dictated by the attacking unit's melee strength and modified by the attacking unit's current morale and whether the unit is on higher ground than its target or attacking from the side or rear.

The target's defensive strength is established by the unit's inherent defensive strength and modified by its current morale and whether it's in the woods.

Depending on the results, the target, the attacker, or both units can take damage.



All offensive and defensive factors are shown during the attack.

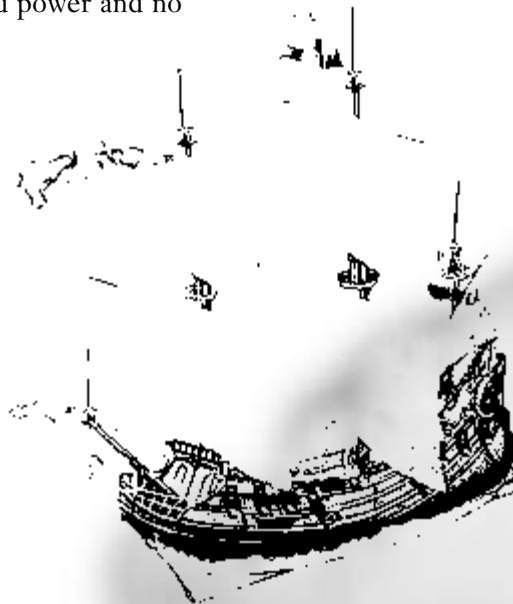
Ranged Attacks

Ranged attacks work similarly to close combat but with fewer modifiers.

Attack strength is set by the attacker's ranged power and no other factors.

Defensive strength is determined by the target's inherent defensive power and modified by whether it's in the woods or on lower terrain.

Unlike in close combat, only the target can suffer damage from a ranged attack.





Taking Damage

Every dose of damage a unit (either attacker or defender) takes decreases its morale.

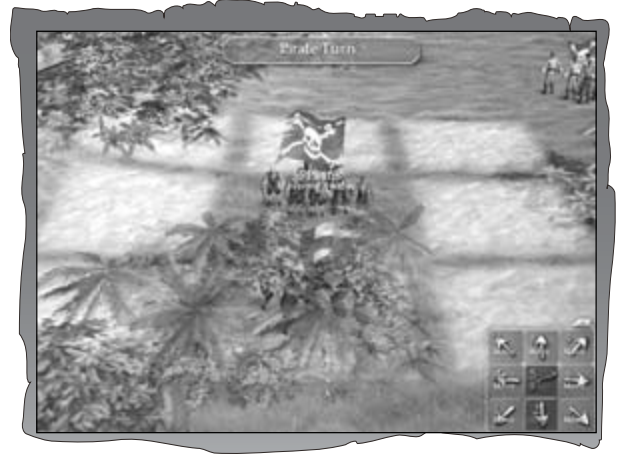
In land combat, morale is reflected in a unit's current mood:

Angry: Slightly reduced morale

Wavering: Severely reduced morale

Panic: Morale all but gone, units about to flee

The amount of damage inflicted controls how much morale is decreased. If a unit's morale drops too far, it will panic and flee the battlefield.



These units are just about ready to bolt if they take too many more losses.

NOTE

The flag flying above units reflect the current morale. If a flag is clean and whole, morale is very high. If it's tattered, morale is very low.

The good news is, retreating units will remain part of your crew. The bad news is, they won't be fighting in *this* battle any more.

OUTNUMBERING THE DEFENSES

When the size of your attacking force is significantly larger than the port's garrison, and the town has less than 100 soldiers, the land battle will be replaced by a sword fight and crew-vs.-crew battle (à la ship boarding) on the port's ramparts.



Of Battlefields, Ballrooms, and Back Alleys: Special Modes



With a large force behind you, you may bypass the land battle altogether and have a "boarding" fight on the port rampsarts.




If you defeat the captain of the guard (in exactly the same way as you vanquish a ship captain in a boarding fight), the port will be yours.

TIP

If you don't get the chance to replace the governor of a port, attack it again. Its defenses will be depleted from your first attack, you'll get credit from the port's country's enemies each time you attack, and you'll get a bounty with each victory. Plus, you'll eventually beat them down enough to replace the governor.

WINNING AND LOSING

Land battles are won in one of three ways:

-  All enemy units (except artillery) are dispatched or flee the battlefield.
-  One of your units reaches the town gates.
-  You best the captain of the guard in a battle on the ramparts.



The ultimate prize in land battles is the privilege of naming the port's future ruler. This earns big points with the country you choose and provides a friendly port where you might need it most.



Victory earns several prizes:

- A ransom from the port is awarded in proportion to the size of your remaining force vs. the surviving port defenses and the port's wealth.
- The opinion of the town's colonial ruler and any of its allies drops.
- The opinion of all the current ruler's enemies (and their allies), pirates, and Indians increases.
- If the enemy forces are vastly outnumbered after the battle, you may install any country you wish as the new rulers of the port. There is an additional change in opinion for all concerned countries, pirates, and Indians if you change the governor.

Losing, on the other hand, will cost you quite a bit. There are two possibilities:

- Your pirate and whatever crew remain return to the ship with a substantial decrease in the opinion of the country to which the port belonged (and its allies), or
- Your pirate is thrown in the port's jail for six months. You may, of course, escape and sneak out of town if the opportunity presents itself.

Fencing

Fencing is a special one-on-one combat, the mastery of which is very important to successful pirating. In fact, becoming an expert fencer gives you an alternative to sea and even some land battles if you're not particularly interested in those less civilized forms of combat.



FENCING ENHANCEMENTS

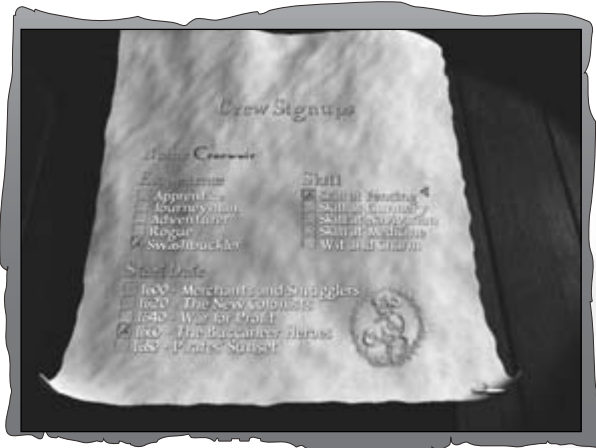
There are several things you can do to make your pirate a better fencer:

1. Choose Fencing as his skill when you create him.
2. Acquire the sword special items
3. Acquire the armor special items
4. Acquire the pistol special items
5. Acquire the fencing shirt special items

Most of these enhancements make your pirate faster on both attack and defense while others provide protection (armor) and an advantage at the start of some duels (pistols).

NOTE

One other factor that helps your pirate in fencing is being young. As he ages, his speed slowly decreases. With all the enhancements listed here, however, even an old pirate will still be faster than most opposition.



Choose Fencing skill when you create your pirate to enhance his speed.



Upgraded armor and swords appear on your pirate in combat.



Pistols put your foe at an immediate disadvantage, pushing him back one or two steps from the neutral starting position.

FENCING MOVES

There are three fencing attacks, each with a defensive maneuver that counters it. One defensive move will counter all three attacks but provides only partial protection from two of them.

NOTE

All villains and named pirates have a special dueling skill, one of the six moves that's dramatically accelerated. It can be an offensive or defensive move, but you should take it into account when fighting. If a foe has a fast duck, avoid using the chop. If he has a quick thrust, be constantly ready on the parry.

Chop



Chop



Blocked with duck

Effect: Back two steps

Defense: Duck, parry (one step)

Speed: Slow

Of Battlefields, Ballrooms, and Back Alleys: Special Modes

Thrust



Thrust



Blocked by parry

Effect: Back one step

Defense: Parry

Speed: Fast

Slash



Slash



Blocked by jump

Effect: Back two steps

Defense: Jump, parry (one step)

Speed: Slow



PRIMA OFFICIAL GAME GUIDE

Parry is a total defense against thrust attacks, but can also halve the effect of chops and slashes. Partial defenses, however, still permit your pirate to be pushed back. Using the appropriate defense provides not only total protection but also the opportunity for a quick counterattack ("riposte").

TIP

On Apprentice difficulty level, parries block all three attacks without your pirate being pushed back.

NOTE

If your pirate's crew is down to one member, parrying a chop or slash will still trigger his surrender (since it pushes him backwards) even though the attack was partially blocked.

The Best Defense is a Good Offense

Chops and slashes are slow, with long windups. These periods give you time to react (once you learn to recognize which wind-up goes with which attack) and also an opportunity for an offensive move to interrupt the attack.

While a foe winds up into a slow attack, quickly thrust to push him back and stop the impending strike. This may be difficult if the attacker is faster than your pirate, so you may need some enhancements or the advantage (see below) in the fight to beat him to the punch.



When an enemy winds up for a slow attack, thrust immediately!



Of Battlefields, Ballrooms, and Back Alleys: Special Modes

If your pirate is extraordinarily quick, he can even throw a chop or slash at an incoming slow attack since his slow attacks will be as fast as most combatants' thrusts.

NOTE

On higher difficulty levels, opponents will "feint" to an attack and then do another or shift into a defensive move, wait for you to start to attack, and switch to a faster offensive move to counterattack. Thus, when you see a windup for an attack, go on the offensive, but be ready to switch to the appropriate defensive move.

FENCING MANEUVERS AND TECHNIQUES

Beyond the basic moves, there are several other dueling tricks that can make your pirate all the more lethal.

Feinting

One of the most important skills in fencing is learning to feint an attack. Feinting means starting to do one attack (or defense) and switching to another. There is no feinting on the apprentice difficulty.



To feint, start by showing a chop attack...



PRIMA OFFICIAL GAME GUIDE

Feinting effectively involves staying with the fake attack until your foe reacts to it and then shifting to the real attack.

For example, if my pirate winds up for a chop, his opposite might start to jump. If my pirate switches to a slash, he'll strike the mistakenly airborne opponent for a full two-step push-back.



...and, when your foe reacts with a duck, switch to a slash to catch him napping.

TIP

The ability to switch moves in midstream can also work defensively. If you are in midattack and realize that your opponent's strike will arrive first or that your opponent is correctly blocking your move, switch to a different move to adjust to the situation as it develops.

Special Attacks/Defenses

Many fighting venues offer special attacks that will be done in lieu of ordinary moves when your pirate is in a certain place at a certain time.

For example, if a rope is swinging overhead and you jump, your pirate will grab the rope, avoiding any incoming chop attack, and swing around for a special counterattack.

Likewise, various objects on the ground will be picked up and wielded as weapons if the correct attack is done near them.



Of Battlefields, Ballrooms, and Back Alleys: Special Modes

Taunting

Taunting your opponent leaves your pirate open to attack but can have important benefits.

Every time you taunt your opponent, the Advantage meter at the bottom of the screen moves to the left, giving your pirate the leg up in the fight. A duelist with the advantage becomes invigorated and gains increased dueling speed while the other fighter becomes demoralized and slower.

Taunting is, however, dangerous. The best way to shut up a taunter is to hit him with a quick thrust. Be ready to parry when taunting or all your withering verbal abuse will be for naught.



A well-timed taunt can turn the fight to your advantage, but watch out for the quick attack that says "shut it, loser!"

ADVANTAGE

At any time in a duel, one fighter or the other has the advantage. This state is shown in the Advantage bar at the bottom of the screen.

Having the advantage gives your pirate increased attack speed and simultaneously slows the movements of his opponent.



The Advantage bar shows who gets increased dueling speed.



TIP

When you have the advantage, take advantage of your pirate's increased speed to use slower, more damaging attacks (chop, slash). When, on the other hand, his foe has the advantage, account for your pirate's loss of speed by primarily using the quicker thrusts, hiding your true intent whenever possible with lots of feints.

The Advantage bar is moved by two things:

Taunting: Every time you taunt your opponent, the Advantage bar moves in your direction. Unfortunately, his taunts have the same effect, so stop his mouth with sudden thrust attacks.

Crew Battle Success: How your crew is faring in the simultaneous crew-vs.-crew battle pushes the Advantage bar toward your pirate or his opponent. Thus, the swordsman who is winning the crew battle will be faster in the swordfight. Use taunts to tip the balance back in your favor even if your crew isn't faring so well.

FENCING VENUES

There are several venues for swordplay, each with its own role in your adventures.

Aboard Ship: Whenever you board a ship or are boarded, a swordfight ensues. There are several different locations on the ships where these battles occur, each with its own features and character. A crew-vs.-crew battle both affects and is affected by this fight.



The fountain is a lovely spot for a bit of swordplay with a jealous fiancé.



Of Battlefields, Ballrooms, and Back Alleys: Special Modes

On the Ramparts: When you attack a port with considerably more men than are defending the port, your pirate will duel on the ramparts with the port's captain of the guard. A crew-vs.-crew battle both affects and is affected by this fight.

Around the Fountain: Once you've romanced a governor's daughter through a successful dance and the presentation of a gift, your next visit will bring bad news: you've ticked off her (apparently unwanted) fiancé. The next time you visit, you must fight the rival suitor around the fountain.







Tavern: Fighting in the tavern isn't exactly good manners, but it's a rough world out there. You'll fight in this location against the annoying guards that occasionally harass barmaids and silence bartenders and against fugitives taking refuge in ports.

NOTE

There is actually a fourth fencing venue (the reflecting pool), but it's only available in the fencing tutorial, not in the game itself.

LOSING

Losing a swordfight can have different results depending on the venue and opponent.

-  **Vs. a Country's Ship Captain:** Your pirate is sent to jail in the nearest port belonging to the ship's country.
-  **Vs. a Pirate Ship Captain:** The pirates leave you marooned on a nearby island.
-  **Vs. a Captain of the Guard on Ramparts:** You return to your ship.
-  **Vs. Fiancé:** All progress with particular governor's daughter is reset and you must start from scratch.
-  **Vs. Annoying Captain in Tavern:** Nothing happens.
-  **Vs. Fugitive in Tavern:** Jail



Dancing

Every now and then, a pirate must make an appearance in civilized society. In the 17th-century colonial ports, that meant dancing.

Fame can be achieved in many ways, one of which is by being a legendary romantic, a wooer of women, and (eventually) a husband that will make any governor's daughter proud. More importantly, perhaps, it'll make her father (who doles out promotions) quite happy as well.

DIFFERENT DAUGHTERS, DIFFERENT CHALLENGES

It's important to understand the differences between the three kinds of daughters when it comes to dancing.

Successfully dancing with plain daughters is easiest; the move patterns are less complex (with fewer *marches*), the songs are slower, and the hand gestures are more distinct.

Attractive daughters command more complex dances, to faster songs, and they tend to move their hands generally, making it difficult to distinguish mere gestures from dancing cues.

Beautiful daughters are the hardest to woo because dancing with them is so difficult. Their move patterns are extremely complex, their songs just a bit faster, and they tend to gesture flamboyantly even when not giving dancing instructions.



Beautiful daughters are the hardest to dance with but offer the most valuable rewards.



Of Battlefields, Ballrooms, and Back Alleys: Special Modes

NOTE

Most elements of dancing, plus the amount of time you have to enter the correct move, are also varied for each kind of daughter by your chosen difficulty level. The more difficult the setting, the faster the songs, the more complex the patterns, and the shorter the time for a correct input.

GETTING INVITED TO THE BALL

There are two ways to get invited to the ball:

By Rank

Once you've achieved certain ranks with the governor's country, you'll be invited by his daughter to attend the ball.

Which rank you need to get the invitation depends on how attractive the daughter is. It also depends on whether you choose Wit and Charm as your pirate's skill when you create him. This skill decreases by one level the ranks necessary to get the invitations.



Governors will let you know what you need to achieve to dance with their pride and joy.

Ranks to Get Invitations to the Ball

Daughter	Rank	Rank with Wit and Charm Skill
Plain	Captain	Captain
Attractive	Colonel	Major
Beautiful	Baron	Admiral



Stylish Headgear

Acquiring the two stylish headgear special items lets you receive invitations to the ball regardless of rank. Which daughters will see past the decorations on your pirate's shoulders and be transfixed instead by his lovely hat depends, again, on the attractiveness of the daughter.

French Chapeau: Plain and attractive daughters

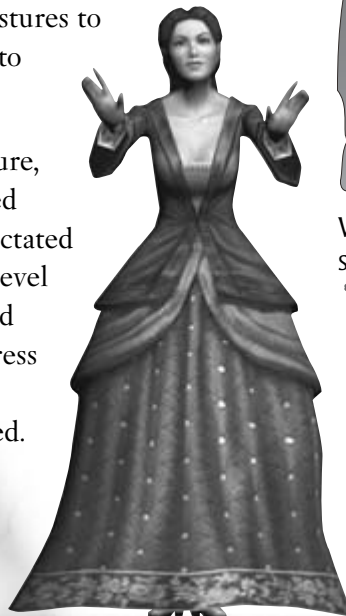
Ostrich Feather Hat: Plain, attractive, and beautiful daughters

CUTTING A RUG, COLONIAL STYLE

Dancing well is, you'll find, a matter of doing exactly what the governor's daughter tells you to do at, ideally, precisely the right time.

Ballroom dancing is a game of reaction and timing. Keep your eyes on the daughter's hand gestures to know which move to do next.

After each gesture, you'll have a limited amount of time (dictated by your difficulty level and dancing-related special items) to press the button for the move she's indicated.



When the daughter gestures, press the button corresponding to the move she wants.



Of Battlefields, Ballrooms, and Back Alleys: Special Modes

NOTE

Depending on difficulty level, you have an amount of time to input a correct dance move. If you push the wrong button, you can still press the right one before time runs out and avoid having your pirate stumble and blow the dance. Only, that is, if you have enough time. Lower difficulty settings allow ample time for correction but higher ones do not.

Just to be safe, if you press the wrong button, quickly press the right one and you might evade disaster.

If you press the wrong button or don't press any button in time, your pirate will stumble, lowering his partner's appraisal of his grace.



Stumbling does you no favors in the romance department.

Glisse Right

The daughter gestures straight out to your left (waist height), pointing with her index finger.

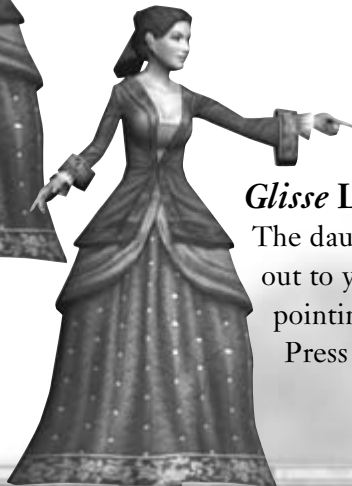
Press **[4]**.



Glisse Left

The daughter gestures straight out to your right (waist height), pointing with her index finger.

Press **[6]**.





PRIMA OFFICIAL GAME GUIDE

Pirouette Right

The daughter gestures up (shoulder height) and to your left, with palm up.

Press **[9]** or **[7]**.



Pirouette Left

The daughter gestures up (shoulder height) and to your right, with palm up. Press **[7]** or **[3]**.



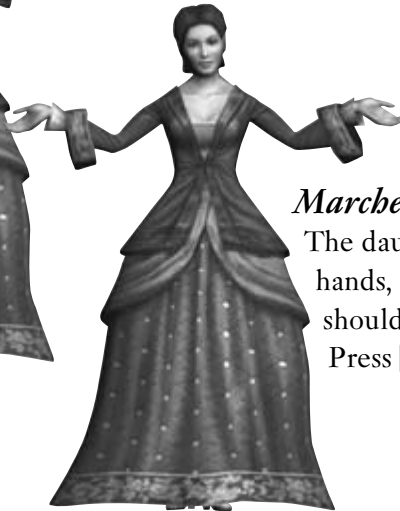
Marche Forward

The daughter gestures toward your pirate with both hands, palms forward as if pushing him. Press **[2]**.



Marche Backward

The daughter gestures with both hands, arms spread out at shoulder height, palms up. Press **[8]**.



FLOURISHES

Performing the correct move on cue will impress a governor's daughter, but to really woo her, your pirate must dance with style. For this, you need flourishes.



Of Battlefields, Ballrooms, and Back Alleys: Special Modes

Flourishes are fancier spins that your pirate will do if you press the correct button in time with the music. To earn a flourish, the button must be pressed exactly with the first beat of the next measure ("on the one").

Doing several flourishes will be necessary to get the very positive spin-and-dip reaction to the dance (which will get you an extra piece of information or special item to choose from) and to overcome any damage done by stumbling.



If a move is done in time to the music, the couple will do a fancy spin that scores higher in the daughter's heart.

DANCING SHOES

You can improve your chances of having a successful dance if you acquire special dancing shoes (Calfskin Boots or Dancing Slippers). These items allow an extra margin of error in which pressing the incorrect button will be considered the correct response. The odds of errors being overlooked increase with the higher-level Dancing Slippers.

Still, since even with the slippers some mistakes will still cost, always make a habit of hitting the right key quickly if you initially make the wrong choice.

DANCE SCORING

How impressed the daughter is with your dancing is shown by the Heart indicator. Each correct dance move increases the heart's size slightly.

A big heart means she's impressed with your pirate's dancing, and the little ones around it show how many flourishes in a row you've done.





PRIMA OFFICIAL GAME GUIDE

Flourishes increase the heart size more, and doing several in a row expands it even more. Smaller hearts around the main heart show how many flourishes in a row you've done.

Stumbling shrinks the size of the heart several steps, requiring many correct dance moves or a few with flourishes to undo the damage.

The heart size at the end of the dance dictates whether and how thoroughly the daughter is impressed.

Disgust: If you dance very poorly, you get no reward and no advancement to the next phase of romance. You must try again to proceed with this daughter.

Kiss on the Hand: If you dance reasonably well, you get a piece of information (from plain and beautiful daughters, with the latter holding more valuable tips) or a choice of special items. You may move on to the next romance phase with this daughter on your next visit.

Dip: If you dance extremely well with few mistakes and several flourishes, you get an extra piece of information or an extra choice in special items. You may move on to the next romance phase with this daughter on your next visit.



To move on to the next stage of romance, you must earn at least the hand kiss.

The spin-and-dip move is the sign of a dance well done and nets you an extra reward.



Of Battlefields, Ballrooms, and Back Alleys: Special Modes



The kiss on the hand means you danced successfully but could have done better.



This expression needs no explanation. Try practicing with your ship's mop, swabby!

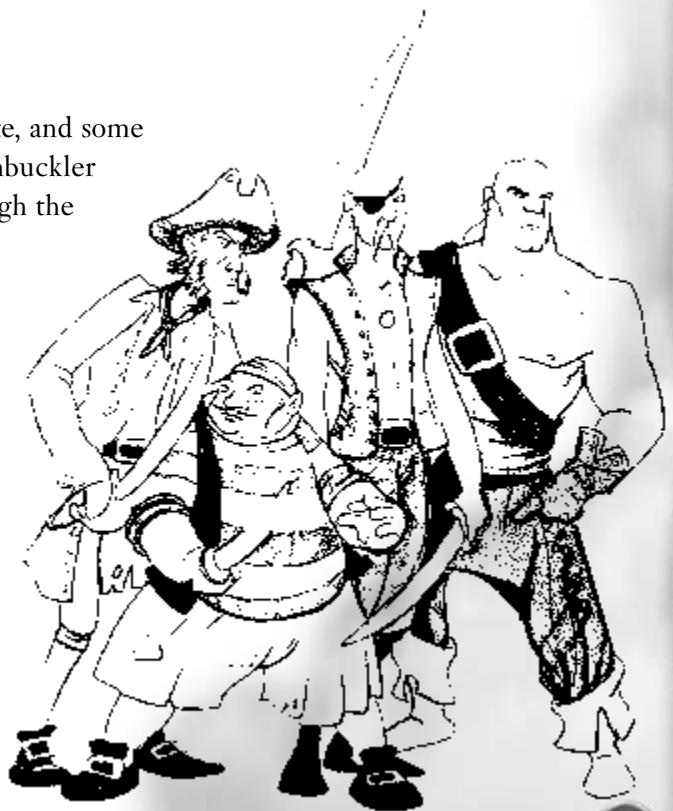
Sneaking

Six months is a long time in the life of a pirate, and some towns just must be entered even if your swashbuckler isn't welcome. That's why he can sneak through the night streets if circumstances demand.

ESCAPING JAIL

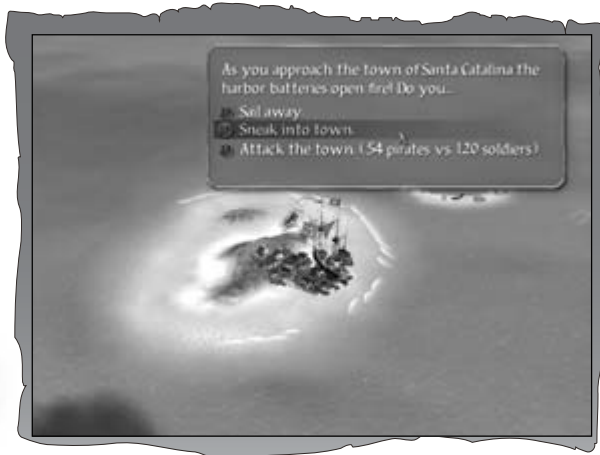
Whenever your pirate lands in jail, there's a possibility each month that he'll have a chance to escape. If this opportunity arises and you accept, he goes immediately to the sneaking mode.

Having a lockpicking item (Lockpicking Kit or Skeleton Key) increases the odds of this happening in the first month.





SNEAKING INTO A HOSTILE PORT



If a port won't let you in, try going around the back.

When you can't enter a port due to your actions against its ruling country, you can still get in to talk to the governor (or his daughter) or go to the tavern (usually northeast of the governor's mansion) if you can sneak in.

Anchor your ship on the beach somewhere near the port and march your crew to the gate. Once inside, you transfer immediately to sneaking mode.

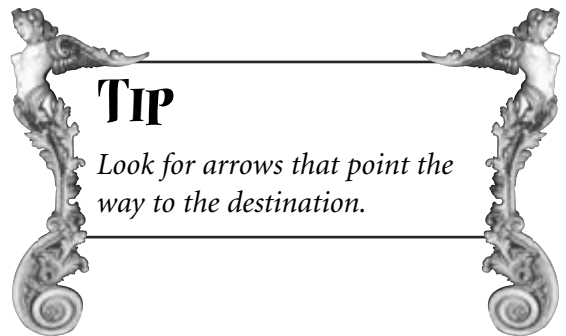
When you've finished your business in whichever destination, your pirate is immediately transported back to his ship.

NAVIGATING IN SNEAKING MODE

Sneaking successfully is a matter of avoiding detection until you reach your destination.

Your pirate will remain undetected if he doesn't fall within the beam of any guard's lantern. As long as he stays out of sight until reaching his destination, he'll be fine. If he is spotted, he'll have to hide or he'll be caught.

The first thing to understand is what actions are available to you.



TIP

Look for arrows that point the way to the destination.



Of Battlefields, Ballrooms, and Back Alleys: Special Modes

Walking

Walking allows your pirate to move silently through the port's streets. His steps will not be heard by nearby guards but he'll move very slowly.

Walking is quiet but slow.

Running

Running is a faster way around but should only be used when there are no guards within earshot because running makes a lot of noise, alerting even guards out of visual range.

Running is OK if there's no one around, but it's harder to tell if anyone's in earshot because your view range around your pirate shrinks while running.

Running is faster but may attract attention.



Climbing Walls



Approach a wall and your pirate will scale it automatically, so be careful about what's on the other side.



PRIMA OFFICIAL GAME GUIDE

Your pirate can climb over walls (though guards cannot). Just approach the wall and your pirate will hoist himself over.

Knocking Out Guards

If you sneak up behind a guard undetected, your pirate will knock him unconscious for a time.



Conking guards on the noggin takes them out of action but should only be done if they're blocking your only route.

Hiding

If you find a hay bale, move through it and your pirate will duck behind its cover, making him invisible to guards. If you've been spotted and the alarm has sounded, duck behind a hay bale and wait for the situation to calm. You can then resume your sneak.

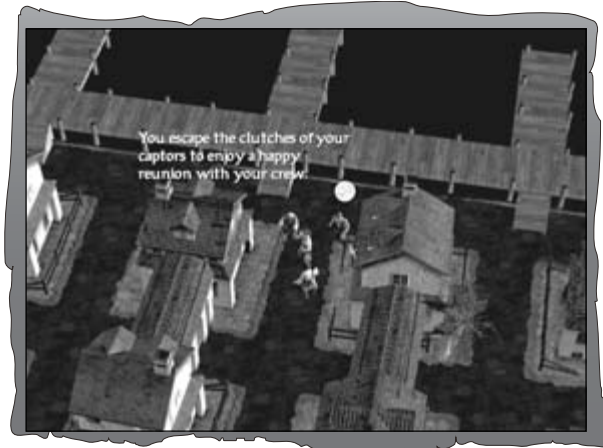
Duck behind haystacks to avoid the view of approaching guards.



SUCCESS AND FAILURE

If you successfully reach the destination (the governor's mansion or tavern if sneaking in or your waiting crew if sneaking out), you either gain access (sneaking in) or return to your ship and crew, just as you left them but with your pirate a few months older (sneaking out).

Of Battlefields, Ballrooms, and Back Alleys: Special Modes



When sneaking out of town, look for your crew, waving you toward them.

NOTE
If you sneak into town, the merchant will refuse to deal with you even if you do get inside.



To jail with you!

Getting caught by the guards will land your pirate in jail.





EARNING FAME AND FORTUNE



There are many ways to make your mark in the world. In *Sid Meier's Pirates!*, that mark comes in two currencies: fame and gold. How you pursue and ensnare these two most elusive goals is what separates the future governor from the soon-to-be pickpocket.

This chapter illuminates all the ways fame is built and gold is found and collected.

Fame

It's your pirate's fame that will define his place in the exciting history of the 17th-century Caribbean. Pursuing fame is hard work, but understanding how to build it is simple.

To become famous, your pirate must collect as many of the available fame points as possible. The game offers seven ways to gain a finite number of fame points plus a means to earn bonus fame via the accumulation of wealth.



Your pirate's fame is tracked on the Personal Status screen.



Earning Fame and Fortune

PROMOTIONS (32 FAME POINTS, 8 PER COUNTRY)

The Caribbean of this era is run by four European colonial powers. Privateers who serve the interests of each power can be given promotions that earn them both fame and special privileges in that country's ports.

It is possible (and for the accumulation of fame points, crucial) to gain promotions from more than one country.

NOTE

The details of rank and promotion are outlined in chapter 8.



Promotions are a great foundation for fame.

Each country awards eight different ranks, the earning of which will nab 1 of 32 possible fame points:

- | | |
|---------|---------|
| Captain | Baron |
| Major | Count |
| Colonel | Marquis |
| Admiral | Duke |





PRIMA OFFICIAL GAME GUIDE

Promotions are earned by doing things that benefit the interests of a country. These actions include:

- Sinking or plundering ships flying the flag of any enemy countries (countries at war with the promoting country).
- Sinking or plundering ships flying the flag of a country with whom an ally of the promoting country (countries with whom they have treaties) is at war (known as "the enemy of my enemy is my enemy" rule).
- Sinking or plundering ships flying pirate flags.
- Sinking or plundering ships flying Indian tribe flags.
- Sacking ports of enemies or the enemy of an ally.
- Replacing the governor in an enemy port and giving the port to the promoting country (or one of its allies).
- Completing escort missions for a country's governor.
- Finding and apprehending fugitives wanted by the country.

To gain promotions, periodically visit a governor of any port belonging to the desired country. If you've amassed enough favor by your actions, he'll promote your pirate. If you have more favor points than necessary for the current promotion, the "difference" is made up in grants of land.



Entries that endear your pirate to a country are shown in the Captain's Log with small flags indicating who is pleased and in what amount. The capture of a Spanish ship in August 1688 was extremely pleasing to the English and French and the pirates.

NOTE

Track which actions benefit your standing with which country by consulting the Captain's Log. Every listing that has an impact on national opinion will feature larger flags of each country whose opinion is increased by the action. The more flags of each country that appear, the greater the effect on opinion.

PIRATES DEFEATED (9 FAME POINTS)



Named pirates have fast, heavily upgraded ships with lots of gold. When you spot one, either flee or fight.

There are nine famous pirates (listed in the Top 10 Pirates list) sailing the Caribbean, each based out of a randomly selected pirate haven. Defeating each of these legendary swashbucklers in sea battles (by sinking or capture) earns 1 fame point and alters the standings on the Top 10 list.

NOTE

For more on defeating named pirates, see chapter 9.

You learn of the precise location of these pirates from barmaids in the taverns around the region. Alternatively, you may just stumble upon these pirates in the course of your journeys; you still get the fame point for defeating them even if you find them on your own.



NOTE

If you've found the named pirate's buried treasure, he'll chase you.

TREASURES FOUND (9 FAME POINTS)

Each named pirate has a buried treasure in randomly selected locations around the region. Finding each earns 1 fame point and the gold contained within it.

Buried treasures are located by collecting the pieces of treasure maps. These can be bought from mysterious travelers in the taverns.

You can, of course, find the treasure without all four pieces of the map if you can deduce the location from the shape of the coastline, the placement of landmarks, and the general location listed on the top of the map. Fame points will, of course, be awarded no matter how many map pieces you used, but you'll save gold by buying fewer than all four pieces.



Mysterious travelers will gradually sell you all four pieces of each pirate's treasure map. You may be able to figure it out without all four parts.

NOTE

Full details on treasure hunting can be found in chapter 10.



ROMANCE (10 FAME POINTS)

Being a great romantic can also earn fame. Building an epic love with a governor's daughter comes in eight stages, each yielding 1 fame point.

The final stage (proposing marriage) is worth 1 point but can also snare up to 2 bonus points depending on the attractiveness of the daughter:

Plain: 1 point

Attractive:
1 point + 1 bonus point

Beautiful:
1 point + 2 bonus points



Oh Count Craemmir, I am the luckiest woman in the Western Hemisphere!

Marrying a beautiful daughter will give you a romance score of 10 out of 10, the only fame category with bonus points.

Thus, the only way to earn 10 fame points from romance is to marry a beautiful daughter.

Romance fame points are earned from the highest relationship with any governor's daughter. If you then build a higher relationship with a different daughter, *that* achievement will be reflected in romance fame points.

NOTE

The stage of romance in each port is shown in the number of hearts appearing over the port in the World Map.

Note that marriage closes the book on romance fame points; once you marry a daughter, you can't earn any more fame points for romance. If you want all 10 points, hold that wedding proposal until your pirate woos a beautiful daughter.



NOTE

The full course of romance is outlined in chapter 11.

RELATIVES RESCUED (16 FAME POINTS)



Finding your pirate's lost relatives will make him very famous indeed.

Four of your pirate's relatives are imprisoned in randomly located shacks around the region. Finding them requires obtaining four pieces of a special treasure map, each of which is worth 1 fame point. If you find the relative without all four pieces, you'll still get all 4 fame points.

NOTE

Details on how to find relatives are laid out in chapter 12.

VILLAIN AVENGED (10 FAME POINTS)

Every relative you find will tip you off to the location of their kidnapper: Montalban. Finding and vanquishing him will eventually net your pirate 10 fame points.



Earning Fame and Fortune

NOTE

If you must divide the plunder before finding Montalban, you'll lose track of his movements. To regain the trail, dance successfully with a beautiful daughter and she'll provide Montalban's last known whereabouts.

Track him down and defeat him in sword combat and he'll escape, leaving behind a map to his hideout (2 points per piece). Do this four times to find the hideout, locate the hideout, defeat Montalban in a land battle, and capture him by besting him in swordplay once more (2 points).

Regardless of how many map pieces you needed to find the hideout (all four are credited when you find the hideout), completing all the steps above earns 10 fame points.



Corner Montalban in his hideout for a final showdown.

NOTE

All the villainous details can be discovered in chapter 13.

LOST CITIES (16 FAME POINTS)

All beautiful daughters will, after you reach a high level of romance with any beautiful daughter, dole out pieces of maps to find four lost cities of gold (relatives can give you pieces of maps after Montalban is defeated). Each map piece is worth 1 fame point, though all 4 points will be awarded if you find the city with fewer than four pieces.



PRIMA OFFICIAL GAME GUIDE

The lost cities are located randomly around the region once you find the first piece of their corresponding maps. As an additional reward, lost cities gain your pirate a massive prize of gold.



Follow the map to the lost city of gold.

TIP

Due to the amount of gold won, finding lost cities can turn a mutinous crew ecstatically happy, so stay on the trail of a lost city even if your crew is starting to desert.

NOTE

For more on finding lost cities, see chapter 14.

WEALTH (BONUS FAME POINTS)

The amount of gold and Land Acreage your pirate has banked over his lifetime earns bonus fame points. Gold is only counted toward this score when it's banked by dividing the plunder; gold aboard a ship doesn't count.



Earning Fame and Fortune

NOTE

The bonus points earned by amassing a fortune enable fame scores above 100, but they can also serve as the primary vehicle of fame for players who dedicate their pirate's career to peaceful trading rather than the aggressive sea and land battles that earn promotions.

The more gold you collect, the more your pirate's fortune will contribute to his fame.

NOTE

All the ways to get gold and the most efficient ways to do it are described below.

Gold

A pirate's career is fueled, at the bedrock level, by gold. It drives everything even if the pursuit of riches is not your primary aim; you must have a constant flow of gold to keep an effective crew for more than a few months, and you must be able to keep your ship repaired and stocked with food. A pirate's gotta have gold.

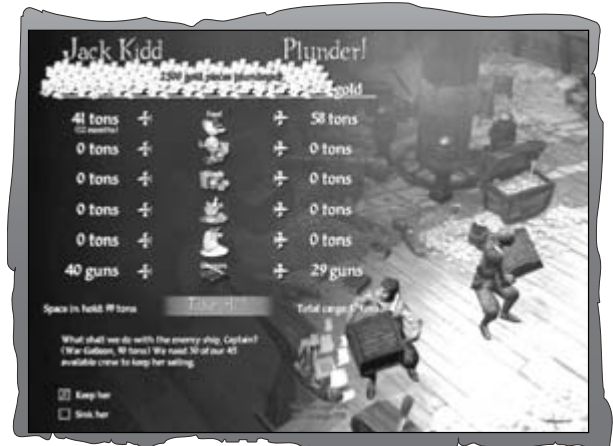
There are several ways to get gold. Which ones you pick depends on how you intend to play the game.



PLUNDERING SHIPS

Ships are a major source of gold, but not all ships are full-to-the-decks with riches. Since your pirate's time is effectively limited by the effects of age, it's important to focus your attacks on ships that will most enrich your wealth.

Since you can't know what a ship is carrying, you must rely on several sources to know whom to hit and when.



Captured ships give up their gold automatically.

Barmaids



Barmaids will tip you off to the ship near the port carrying the most gold.

There's lots of loose talk in taverns, and barmaids hear every word. A barmaid knows, among many other things, the course and destination of ships carrying large stores of gold near her port.

If there's a heavily laden ship due to pass near her port, she'll provide the name, country, nomenclature, origin, destination, and approximate payload. You'll then see a map of the ship's course and its current location. Note this information (it isn't recorded in the game itself).

NOTE

The barmaid will also alert you to passing ships carrying specialists you don't already possess.

When you leave port, head into the course shown on the map and locate the specified ship, plunder it, and claim your reward.

Treasure Ships

Another thing the barmaids know about is the Spanish treasure fleet. Every year, this treasure-rich target moves from the southeast, across the Spanish Main, up to Cuba, and back east to Europe. The barmaid will update you on the fleet's current destination, but it helps to know exactly how it sets its course.

Every January, the ship appears in the vicinity of Trinidad, sailing west. It doesn't necessarily stop at the same ports on every trip. Here, however, is its general route: First, the fleet goes to either Cumana or Caracas. From there, it chooses from the next two destinations on the following list:

1. Cumana
2. Caracas
3. Puerto Cabello
4. Coro
5. Rio de la Hacha
6. Cartagena
7. Puerto Bello
8. Havana
9. To Europe

For example, if the ship first goes to Cumana, it will next go to either Caracas or Puerto Cabello. If it goes to Puerto Cabello, it'll next go to Coro or Rio de la Hacha.



PRIMA OFFICIAL GAME GUIDE

If, on the other hand, it first goes to Caracas, it will next go to either Puerto Cabello or Coro. If it goes to Coro, it'll next set sail for either Rio de la Hacha or Cartagena.





It matters, of course, which ports exist in the era in which you're playing. If a port doesn't exist, it is simply not included on the list. Thus, in an era without Coro, the treasure fleet leaving from Caracas will go to either Puerto Cabello or Rio de la Hacha.

At the end of the annual journey, the treasure ship will head back east to Europe. If it makes it off the map or is sunk, the fleet won't return until the following January.

Obviously, capturing and plundering the treasure fleet will yield a fortune in gold but will do you no favors in the estimation of the Spanish governors.

Ships to Look For

There are several regularly occurring ships that you can count on to carry considerable quantities of gold:

-  **Ships of Named Pirates:** There are only nine of these, so these opportunities are limited.
-  **Ships Carrying Raymondo or Montalban:** Each time you plunder a ship carrying these villains, the payoff is handsome. Plus, their ships are top-notch (particularly Montalban's).
-  **Military Payroll:** They have lots of gold but also a large crew and plenty of cannons.
-  **Treasure Ships**

SACKING PORTS

Attacking ports earns gold in the form of a ransom paid by the port's citizens. The size of this ransom is controlled by the wealth of the port and the difference between the size of your force and the port's defenders after the battle.

Earning Fame and Fortune



Besting a port's defenses will earn a nice monetary reward.

Thus, slipping around the port's defenders, though successful in taking the port, will get you a smaller ransom.

Ports can be attacked repeatedly for additional ransoms.

BURIED TREASURES



Celebrate your good fortune when you find buried gold.

Some of the most lucrative prizes around are the buried treasures of the Caribbean's nine legendary pirates.

Purchase the pieces to each treasure map from the mysterious traveler found in each port's tavern. The entire map should give you the closest port to the treasure, the general location of the treasure, and the landmarks that will help you find your way.

TIP

If you can find the treasure with a partial map, you'll save some gold by not having to purchase all the pieces.

For more on treasure hunting, see chapter 10.



PRIMA OFFICIAL GAME GUIDE

Land your ship near the treasure's location and march an expedition to the spot. When you approach the marker for the treasure, a red glowing Jolly Rodger will appear over it. Approach and your crew will dig up the newfound riches. How much it is depends on the current Top 10 ranking of the pirate who buried the treasure (2,000 for the number 10 pirate and 10,000 for numero uno).

NOTE

Since capturing a pirate will drop him in the rankings, it'll also decrease the amount of gold in his buried treasure. Try to get the gold before defeating him in battle.

Once all nine treasures are found, the travelers will still sell treasure maps for more buried treasure. These stashes of gold aren't always as lucrative as those of the named pirates (and don't net any fame points), but they do provide a fairly easy regular source of income. Once a bonus treasure is found, you'll be offered the first piece of new maps for as long as you care to search.

LOST CITIES OF GOLD

Lost cities are essentially extremely large treasures and are found exactly like buried treasure except for from whom you get the map pieces.

For lost cities, you must get map pieces from beautiful governors' daughters.

Just as with treasures, it is possible to locate a lost city without all four pieces of the map.

Land your ship near the city's location, walk to the right place, and the pillars marking the site will appear. Approach and collect your colossal reward in gold.

CAPTURING FUGITIVES

Governors' daughters often hand out missions to find fugitives wanted by the daughter's country.

The daughter will provide the fugitive's last known location. Unlike with the roving villains (Raymondo, Mendoza, and Montalban), the fugitives will always be found in the port given by the daughter.

When you arrive, talk to the tavern's bartender and he'll point out the man you seek. You must duel with him to bring him to justice.

If you win the duel, you'll receive the reward in gold for finding him. You may, without losing your monetary reward, choose to take his bribe of a special item in exchange for letting him escape.



Governors' daughters will tip you off to fugitives who can be captured for a reward.



Find the tavern the fugitive is hiding in and best him with your sword.



SELLING SHIPS

Whenever you capture a ship at sea, you can drag it back to a port and sell it to the shipwright. The sale price of a ship, however, is lower if the vessel is damaged.



Selling ships is a great way to earn just a bit more for each plunder.

TIP

To keep ships in salable condition, try to capture them without firing a shot by either plundering only vastly overmatched ships or capturing others without firing a shot via boarding action.

Once you achieve the rank of count with a port's country, you gain the privilege of selling all ships at full price regardless of their condition. Once you gain this rank, therefore, you can pummel ships all you like (short of sinking them).

NOTE

Don't forget to visit the merchant first to sell off cargo before selling a ship. If you're using the extra ship's cargo capacity to carry your load, anything that doesn't fit on your ship will be lost.

SELLING PLUNDER

The secret to commodities trading is always to buy low, sell high. You can bypass the buying part if you're not afraid to engage in combat and earn a living by victimizing merchant ships and their full holds of marketable commodities.

Since all plunder from ships costs you nothing, any price you sell it for is a good one. Still, it pays to let it go for the best practical price. The better the price, the more gold that goes in the hold.



Merchant ships tend to carry large quantities of commodities.

NOTE

The primary difference between selling plunder and working the legitimate trade in commodities is how much trouble you're willing to go to get the best price. A plunderer's time is better spent nabbing as many ships as possible, so getting top dollar on a stash in the hold is too much work; just let it go for the best price in the surrounding ports.

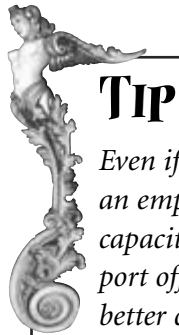
If, however, treasure or some other mission dictates a journey, check around the destination for ports that'll buy your cargo for a good price and make a little detour.

If you want to make gold this way, read the "Trading Commodities" section for tips on how to find (and create) the best prices.



TRADING COMMODITIES

The basic rule of making money in trade is buy low, sell high. Easily said, hard to do.



TIP

Even if trading is not your primary source of income, follow the adage that an empty hold is a waste. Whenever you're in port, fill whatever excess hold capacity (after any needed quantities of food and cannons) with whatever the port offers at a very low price. You can carry this around until something better comes along (dump it for whatever you can get) or until you find yourself in a port with an exorbitant price for the commodity.



Effectively earning a living by trading (either legitimately and peacefully or illegally and by plunder) mandates understanding how the Caribbean economy functions and how to balance the effort it takes to trade versus the benefit to be had.

The Caribbean Economy

The economy is based on the trade of several commodities:



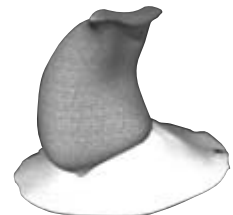
Luxuries



Goods



Spice



Sugar



Earning Fame and Fortune

NOTE

Merchants also deal in food and cannons, but the price variations in these are sufficiently small that trading in them just isn't viable. Food prices should be a concern as a matter of feeding your crew for the least amount of money, but they don't have much impact on trade.

All trading is done via merchants (or their equivalent) in ports, settlements, pirate havens, missions, and Indian villages. The prices for each commodity (along with food) are a function of economy and population.

NOTE

See chapter 2 for a table of each port's base economy and population.

Each port's economy has a base value from 0 to 200 (poor to wealthy) and a base population.

NOTE

Base economy and populations for each port are randomly varied by up to 50 percent when you create your pirate, so the relative values in the chapter 2 table may not be reflected in the actual game.

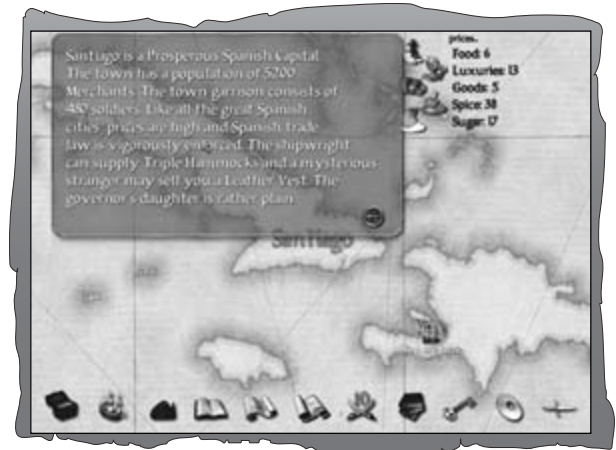


PRIMA OFFICIAL GAME GUIDE

The economy of a town sets each commodity's base price, and the population size varies it. Generally:

Small Population: Higher prices for luxuries and goods, lower prices for sugar, spice, and food

Large Population: Higher prices for sugar, spice, and food and lower prices for luxuries and goods



Check a port's profile in the World Map to see its current prices for all commodities.

NOTE

There's no need to look into each port's profile and market price list to view its economy and population. Though they're not the most precise measure, look to the icons surrounding each port on the World Map. The number and size of the buildings representing the port roughly indicate its population, and the number of gold coins shows the general state of its economy.





Finding a Good Trade Route



The secret to trading, therefore, is to find two ports relatively near each other (approximately a two-week journey apart) with similar economies and significantly (though not dramatically) different populations and transport cargo between them: luxuries and goods bought from and sugar and spices sold at the larger port, and sugar and spices bought from and luxuries and goods sold at the smaller port.

The region around St. Kitt's is a very good place for trade with so many ports of varying sizes and wealth.



TIP

Sugar is the best commodity to trade. Though it doesn't ever command the lucrative prices of spices or luxuries, it's always available in all ports in worthwhile quantities.



Here, for example, are a couple of very lucrative trade routes:

Sample Trade Routes

Sell Spice/Sugar, Buy Luxuries/Goods

Santiago

Curacao

Sell Luxuries/Goods, Buy Sugar/Spice

Tortuga or Port-de-Paix

Puerto Cabello



PRIMA OFFICIAL GAME GUIDE

If you're not sure where to take your cargo, see the tavern's bartender. If you have a sizable quantity of something in your hold, he'll suggest the port with the best price in the immediate area.



Population and Inventory Size

Population has one other function, however, that affects how good a trade route is. Population also controls the amount of each commodity that's available in a port. Thus, trading between a large and small port can be difficult because the small port will have fewer items to purchase, making one-half of the trading run not as productive as the other.

TIP

Merchants restock on the first of the month, so avoid visiting the same port twice in the same month; if you cleaned out the merchant there won't be anything new to buy when you return. Wait for the change of the month, however, and there'll be a whole new stock to buy right after selling the contents of your hold.

As noted above, when choosing a trade route, pick ports that are, on average, about a two-week journey apart.

This is why you don't want to trade between ports with vastly different populations: though the profit margin may be high, the time and effort expended hauling a very small quantity of sugar and spice from the small port might be too great to justify it.



Earning Fame and Fortune





NOTE

When your pirate is promoted to colonel, all ports and settlements ruled by the promoting country will offer a larger inventory of goods to him.

Use this advantage when designing trade routes by choosing only ports in which you rank as colonel or higher.

Changes in Prices

World events change the prices at ports in a variety of ways. Each kind of event alters either the port's economy or its population in a way that moves the price up or down.

-  Changes that improve the economy drive all prices up.
-  Changes that hurt the economy drive all prices down.
-  Changes that increase population drive prices on luxuries and goods down and sugar and spice up.
-  Changes that decrease population drive prices on sugar and spices up and luxuries and goods down.



Prices are altered constantly by events beyond your control. Look for on-screen messages for the latest changes near your current location.



World Events' Effect on Port Prices and Population

	New Governor (Economy Up)	Immigrants Arrive (Population Up)	Indians Attack (Population Down)	Pirates Attack (Economy Down)
Food	+	0	+	-
Luxuries	+	-	+	-
Goods	+	-	+	-
Spice	+	+	+	-
Sugar	+	+	+	-
Population	0	+	-	0

Affecting World Events

If you wish to modify the prices in a port, you can intervene in any of the above events to prevent them, assure that they happen, or cause them to occur.

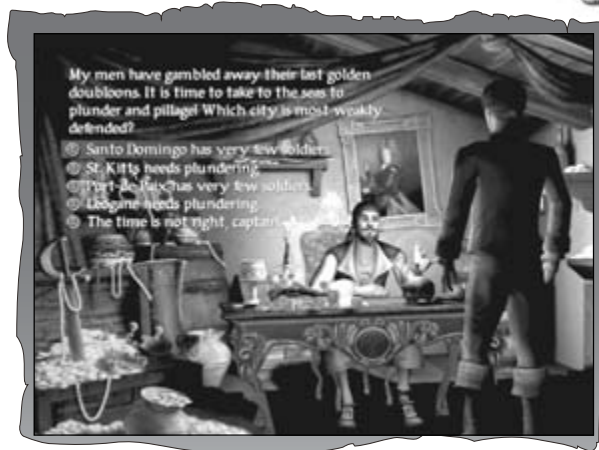
For example, if you spot a ship carrying immigrants to a port, you know their arrival will drive prices on luxuries and goods down and sugar and spices up. If you want to avoid that, attack and sink the ship or allow it to be sunk by ships already attacking it. If you want that change to occur, escort the ship and fight off any attackers to make sure it arrives safely.



Intercepting a ship carrying a port's new governor will prevent an improvement in the economy that'll raise all prices.

NOTE

Because they reduce population, Indian attacks have the unfortunate side effect of reducing the number of goods available from the merchant. Since changes in economy don't affect inventory size, Indian attacks are, perhaps, not the best way to intervene in the economy.



Pirate captains will agree to attack nearby ports, but only if you haven't been feeding off their ships.

Indian and pirate attacks are very useful and controllable things you can do to change a port's prices. If, for example, a port is the perfect distance for a good trade but its prices on luxuries and goods are too low, visiting a nearby Indian village and asking the chief to attack the town will raise those prices and make the trade route more profitable for luxuries and goods.

NOTE

Sending Indians or pirates to attack a port will have no effect on the opinion of the port's national ruler since no one will know you had a hand in it. However, the victim's city will fire upon you due to a heightened "alarmed" state after the attack. They will fire on anyone (such as yourself) flying pirate colors and they might be antagonistic—even if you stop the proposed attack by attacking the pirates.



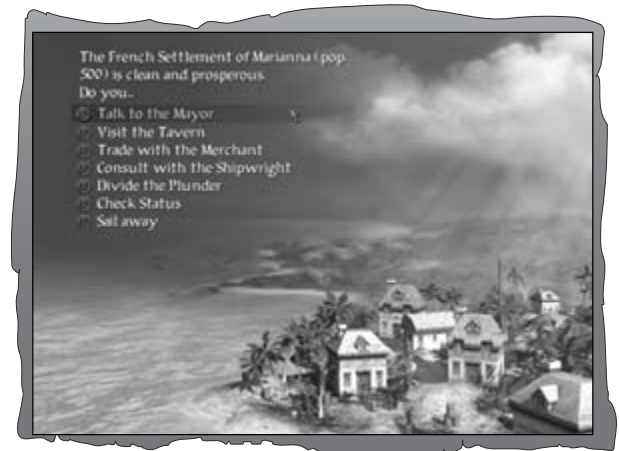
Trading with Settlements, Pirate Havens, Indian Villages, and Missions

You may also trade with the smaller, randomly placed locations around the map, but their economies are very limited.

Common to all of these places are their small populations and extremely low levels of inventory from which to sell and gold with which to buy. They are, therefore, not useful as a major part of any trade route. If, however, you have a small load of plunder to sell off, you might find a good price on luxuries and goods.

Settlements can vary dramatically in their economy and so can be somewhat more productive trading spots. The flag flying above the settlement will represent in its cleanliness how well off the settlement is.

Pirate havens, Indian villages, and missions, on the other hand, are always destitute, typically offering only food and having very little gold with which to buy anything from you.



A clean flag over a settlement means the economy is good but the supply of goods and gold will still be too small.

TIPS FOR LEADING THE TRADING LIFE

Living life as a peaceful (or even part-time) trader is very different from the life spent adventuring and plundering. It is particularly different in the kinds of ships you should use and what upgrades and items are worth the expenditure.

Start your merchant life off right by choosing either Navigation or Medicine as your pirate's skill. Faster ship speed and longer life will both come in handy while the other skills won't be much help.



Earning Fame and Fortune

An excellent trading fleet is a pair of East Indiaman ships with 280 tons of cargo space. These can be found and captured frequently around St. Kitt's.

As far as upgrading these ships, the only upgrade worth spending your valuable cash on is Cotton Sails, to sail faster and lengthen the distance you can travel in a month.

The only special item you need to trade effectively is a musical instrument (Three-Stringed Fiddle or Concertina) to maintain morale. It's very important for a merchant to keep his crew happy so he can spend more time trading and less time in port training a new crew every few years. He may also keep a captured second ship for as long as possible before losing it at a division of plunder.

Another way to keep morale high for a trading crew is to run with as little crew as possible. This means fewer men to split the gold and that means much higher morale over a longer period of time. It also means less overhead as food costs will be minimal. If your trade routes are short, you can even run with no crew at all, keeping in mind that your ships will sail rather slowly.





PROMOTIONS



The first and largest element of pirate fame is gaining rank with the four colonial powers. With 32 fame points at stake, you *must* understand exactly how promotions are earned, as well as learn the intricate balancing act required to reach the height of renown with all four powers.

Promotion Overview



Rank and its impact on fame are shown in the Personal Status page.

Every power grants eight levels of promotion based on your pirate's actions. Exploits that add to a country's opinion of your pirate earn points toward promotions, while actions against the country's interest deduct from that score.

Each of the four countries scores and promotes your pirate independently. You may, therefore, be a captain for France, an admiral for England, a baron for the Dutch, and unranked with a price on your head with the Spanish.

Promotions earn your pirate 1 fame point per level.



NOTE

Once won, neither promotions nor the fame points they engender can be lost.

To earn all 32 fame points for promotions, you must rise to the top rank with all four countries.

Customarily (though enough positive actions will bypass the requirement), before you can earn any promotions from a country, you must acquire its Letter of Marque.

Letters of Marque



Governors give Letters of Marque to pirates in good standing.

Letters of Marque are documents given out (or sold) by governors granting the privilege of plundering and sinking a country's enemies in its name. You must, therefore, hold a Letter of Marque from a country to earn points toward promotions, and be constantly aware of who is at war with whom.

NOTE

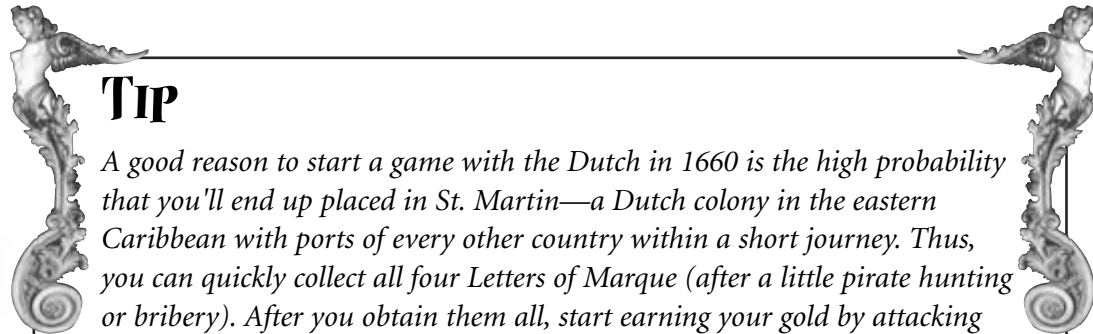
Without any Letters of Marque, the only people your pirate will impress are other pirates. This may be your goal, but it'll earn you nothing in the way of fame.



PRIMA OFFICIAL GAME GUIDE

You receive a Letter of Marque automatically from the country who controls the first port you visit (regardless of who you shipped out with).

Letters of Marque can be obtained for all other countries, too, but until you do something to benefit the other countries, it will cost you. Attack some pirate ships (which pleases all countries and offends none) to eliminate this financial impediment.



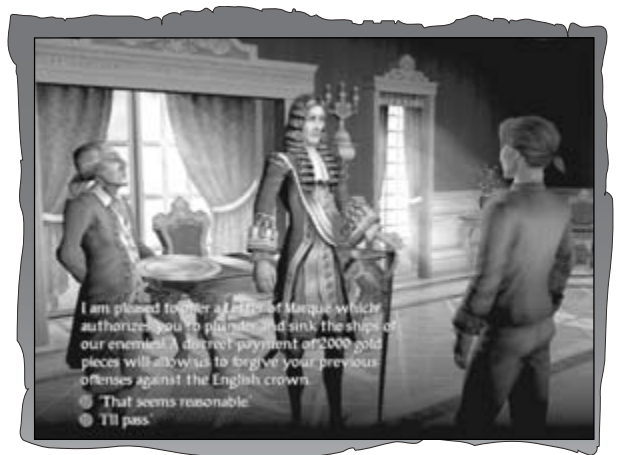
TIP

A good reason to start a game with the Dutch in 1660 is the high probability that you'll end up placed in St. Martin—a Dutch colony in the eastern Caribbean with ports of every other country within a short journey. Thus, you can quickly collect all four Letters of Marque (after a little pirate hunting or bribery). After you obtain them all, start earning your gold by attacking and plundering pirates in earnest, and check in with all four countries to gain a few promotion levels. Once you're on your way, go ahead and turn on one or more of the four powers if you wish.

Buying a Letter of Marque

Beyond the first port you visit or if you've acted against a country from which you have no Letter of Marque, you may have to pay to obtain it.

Once you've done enough ill against a country to have a bounty put on your pirate's head, he'll have to pay the governor the price of the bounty for the privilege of sinking and plundering ships for the governor's flag.



If there's a price on your head and you can sneak into the port of a hostile country, paying the bounty yourself will erase all your sins and gain you a Letter of Marque.



Entering the mansion in the dark of night can be perilous but may be the only way in.

It's likely, by the way, that being so severely disliked by a country will make it difficult to enter its port. You may have to sneak in and find the governor's mansion (see chapter 6).

Promotion Levels and Privileges

Once your pirate has a Letter of Marque from a country, his positive actions for the awarding country can accumulate to earn him a promotion.

Each promotion level carries with it certain privileges:

Captain: More crewmen await recruitment in the country's taverns. A captain can be invited to balls by plain governors' daughters.

Major: Discounted ship repairs are available in the country's shipyards.

Colonel: The country's merchants have a larger inventory of commodities and food for sale, and colonels can be invited to balls by attractive governors' daughters.

Admiral: Admirals get discounted ship upgrades in the country's shipyards.

Baron: Even more crewmen await recruitment in the country's taverns. Barons can be invited to balls by beautiful governors' daughters.



PRIMA OFFICIAL GAME GUIDE

Count: Ship repairs are free in country's shipyards. Ships are bought at full price regardless of damage.

Marquis: The country's merchants have an even larger inventory of commodities and food for sale.

Duke: Ship upgrades are free in the country's shipyards.

Privileges only apply in ports or settlements belonging to the country that granted the promotion. Rank privileges are not transferable to the ports of other countries, even allies. A Spanish count won't get a free ship repair in an English port unless he's also a count or better with the English.

While your rank is permanent and irrevocable once earned, your privileges are not. A Dutch admiral who later plunders dozens of Dutch ships, for example, probably can't have his ship repaired for free in Dutch ports.

Rank-based invitations to the ball, however, are not changed if you turn against a country from which you have rank. If you can get into the town, you can still dance with the daughter.

ATTAINING PROMOTIONS

Always visit a port's governor first. If there's a promotion available, it's good to have it before you visit the tavern, merchant, or shipyard.

Each rank corresponds to a certain number of opinion points. When your pirate earns enough goodwill to get a promotion from a country, it'll be granted the next time he talks with a governor of one of the country's ports.





TIP

You never know for sure when you've amassed enough goodwill to be promoted, so check in with each country's governors as frequently as possible. Plus, your dealings in the town may be different based on your rank, so always visit the governor before doing anything else.



Country Opinion

Promotions are based on a country's opinion of your pirate. That opinion is the result of any actions your pirate has taken in the interest of or against that country. There are many ways to alter a country's opinion of your pirate and many consequences of both positive and negative opinion.

THE CAPTAIN'S LOG

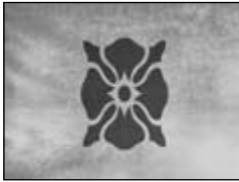
Increases in a country's opinion can be tracked in your captain's log. Any action that raises your pirate in the estimation of a country or the pirates will be shown next to the log entry memorializing the action. The kinds of flags show which country liked what you did and the number of flags per country shows how much. An action with enlarged flags for one country had a big effect.



The captain's log highlights actions that raise your reputation with the countries. Having two flags means you did something *really* good.



PRIMA OFFICIAL GAME GUIDE



The Dutch



The English



The French



The Spanish



The Pirates

NOTE

Actions that by themselves raise your fame level sport a gold flag with crossed swords.

The captain's log does not, however, show who your actions upset. This you'll have to understand for yourself by knowing whom you're attacking and who has treaties with whom.

WAR AND PEACE

It's always important to know who hates whom and who's friends with whom between the colonial powers. This is also shown in your captain's log.

- Any countries shown with crossed flags are currently at war.
- Any countries shown with side-by-side flags have a treaty.



The captain's log also displays the international relationships.



Who you please or offend with your actions will be dictated in large part by these ever-changing political relationships.

You can affect who's at war and who's at peace. These states change when ports dispatch ultimatums (declarations of war) or treaties (declarations of peace) to other ports. If you can prevent these ships from arriving (or allow them to be sunk by others), the status quo will persist.

On the other hand, if you want the relationship between two countries to change, protect the dispatched ship and make sure it gets where it's going.



Attacking a ship bearing an ultimatum will temporarily prevent two nations from going to war.

ALTERING COUNTRY OPINION

Country opinion is increased by actions that advance or defend the country's interests. It is decreased by actions that damage the country's interests.

Plundering Ships of Countries

A country will be pleased if you plunder or sink ships belonging to any country with which they or one of their allies are at war.

Conversely, plundering or sinking a country's ship or a ship belonging to its allies lowers your pirate in a country's esteem.



Attacks on the high seas are the primary vehicle of earning countries' favor and disfavor.



PRIMA OFFICIAL GAME GUIDE

For example, if both the French and Dutch are at war with the English but the Spanish are neutral, capturing an English ship will gain favor with both the French and the Dutch, reduce it with the English, and have no effect on the Spanish. Likewise, if the French and the Dutch are allies and only France is at war with England, you'll gain favor with the Dutch as well as the French for attacking an English ship, since the Dutch have a treaty with France (Spain still won't care). The English will, in either case, be none too pleased.

Attacking Pirates and Indians

Plundering pirates and Indians gains favor with all countries and decreases favor with whichever you attack.

NOTE

Pirates and Indians are pleased when you attack any country's ships.



Every country loves a pirate hunter, so spend your early years preying on the buccaneers that patrol the more remote waters.

Nabbing a Top 10 pirate also appeals to every country in a very big way, significantly raising opinion in all countries (and, of course, reducing it among the pirates).

NOTE

Earning the low opinion of pirates and Indians has a consequence too: they won't offer to attack ports on your behalf if you've been feeding on their ships.

Sacking Ports



Land battles are a great way to lose favor with a port's ruler.



Attacking a port grants favor with its enemies, but handing a port over to its enemy pleases them even more.

Attacking a port belonging to a country or one of its allies will lower a country's and its allies' opinions of your pirate. Countries at war with the power to whom the city belonged will increase their opinion after a port attack.

If you take a city, you'll be given the chance to decide which country gets to rule the city. The country you choose and its allies will increase their opinions of your pirate further as a gesture of thanks.

NOTE

You can reduce the number of troops in a port by sending pirates or Indians to attack it first. This has no effect on your pirate's reputation.



Escort Missions

Governors often request escorts for special missions.

Frequently, governors will ask you to escort a ship to a specified port. If the ship makes it intact, whether or not you accepted the mission or bothered to follow the ship, you'll receive an increase in the opinion of the governor's country.



Fugitives

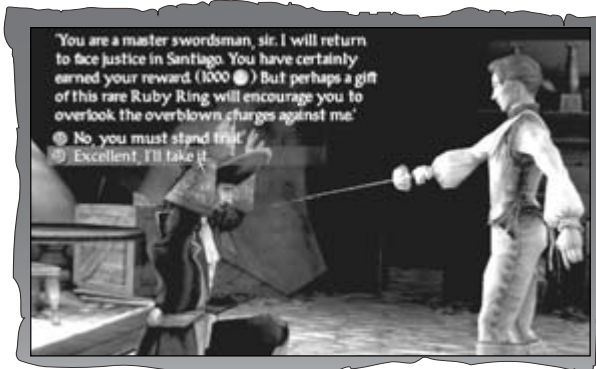
Fugitive missions are assigned by governors' daughters.

Governor's daughters will often tip you to the location of a fugitive wanted by her country. If you find and defeat him in a duel, you'll receive a monetary reward and an increase in her country's opinion.



NOTE

You don't need to take the fugitive anywhere to collect the benefits of defeating him.



Will you trade an increase in a country's opinion for a special item?

Once you defeat them, fugitives will offer a bribe of a special item if you let them go. If you accept, you'll still get the gold, but taking the special item nullifies any opinion increase.

LOSING FAVOR

Prey on a country too much and its ports will bar your pirate and fire upon him.

Negative actions toward a country lower your pirate in the country's esteem. There are several consequences for such actions:

If there's a price on your head, heavily armed pirate hunters will seek and attack your pirate on the high seas.

- ⓪ If the opinion score falls below the threshold for a rank, you lose the privileges of that rank (though not the rank itself).





PRIMA OFFICIAL GAME GUIDE

- If opinion drops below zero, a bounty will be issued (growing larger as opinion drops) and the country will dispatch warships (pirate hunters) to attack your pirate's ship. If you don't have a Letter of Marque, you must pay a price (equal to the bounty) or negate your bad deeds with good ones to earn it.
- The ports and ships of countries with negative opinions will fire on your pirate's ship on sight.
- If opinion becomes seriously negative (after the bounty reaches 2,000 gold), you'll be barred from entering the port and must sneak in to gain access.
- If opinion is very bad, Spanish merchants will refuse to trade with your pirate unless he has a disguise.

NOTE

The speed with which the flag above a port waves indicates how hostile the port is to your pirate. This is a reflection of both country and port opinion, so some ports' flags may flap wildly while others of the same country wave quite peacefully.

The amount of what you must do to evoke these repercussions depends on how much goodwill you've accumulated.

For example, a pirate who's only achieved the low rank of captain probably hasn't built up many opinion points with the power that gave him the rank. Sinking a few warships will be all it takes to reduce his score below zero and get him fired upon and barred from that country's ports. A count with the same country, on the other hand, has earned considerable favor to attain that rank. To drop below zero and suffer the full consequences of his actions, the count must do many, many bad things to squander his large reserve of opinion points.

Until then, he'll merely suffer the scoldings of the governors and the loss of his rank's



PORT OPINION

Individual ports can have their own opinion of your pirate independent of their country.

Attacking ships bound to or originating from a port will significantly affect that particular port's opinion. Attacking ships in the waters near the port has an even larger effect.

NOTE

It's country opinion that matters for promotion, though, so the governor of an extremely hostile port will still be obligated to promote your pirate if his country's opinion of him is high.



Regaining Favor



Abbots may be willing to convince a hostile governor to let you into a port.

If you can't enter a port due to your misdeeds, there's an alternative to sneaking in. If there's a Jesuit mission nearby (and no friendly port is closer to it), you may be able to convince the monk to intervene on your behalf.

If Jesuit opinion of your pirate is high enough (you haven't attacked their ships), they'll dispatch a ship that you must escort to the hostile port. If it arrives safely, your opinion score with the port (though not the country) will be restored to a point that you may enter the port to trade, relax, and talk to the governor.



PIRATES DEFEATED



Besting each of the nine named pirates earns you lots of gold and snazzy, fully upgraded ships, and it also snares nine big fame points.

This chapter explains how to find and defeat these legendary pirates and garner the fame your pirate so richly deserves.

The Named Pirates

Scattered around the Caribbean are nine legendary pirates (in the order they appear on the Top 10 Pirates list at the start of the game):

- | | | |
|-----------------|-----------------|-------------------|
| 1. Henry Morgan | 4. Jean Lafitte | 7. Roc Brasiliano |
| 2. Blackbeard | 5. Stede Bonnet | 8. Bart Roberts |
| 3. Captain Kidd | 6. L'Olonnais | 9. Jack Rackham |





Pirates Defeated

In your travels, these nine will be the only pirates with specific names. All other ships flying the pirates' skull and crossbones flag will be generic, unnamed pirates. Unnamed pirates are neither as fearsome nor as wealthy as the named pirates, and defeating them won't earn you fame (except to the extent capturing them helps your pirate get promotions).

Nabbing the big nine, however, directly affects your pirate's fame score (1 point per pirate) as well as several other factors:

- Defeating a named pirate and capturing his ship dramatically raises the opinion of all four countries, helping your pirate get promoted.
- Named pirates carry large stores of gold in their holds, enriching your pirate and improving the morale of any crew.
- Named pirates sail in extremely valuable, heavily upgraded ships. Consider making one your new flagship.
- Defeating a named pirate drops him to the bottom of the Top 10 Pirates list, allowing your pirate to rise in the rankings.



The Personal Status page shows how many of the named pirates you've defeated and how many fame points you've received.

TIP

In your pirate's very first sea battle (in Apprentice, Journeyman, and Adventurer difficulty levels), his ship cannot be damaged. Take advantage of this secret invulnerability by stocking up on food for a long trip and sailing to find one of the named pirates. If you can board and capture him, you'll have yourself a nice fortune and a killer ship to begin your pirate's career on the right foot.

Talk to barmaids to find the locations of named pirates or search around the north coasts of Santo Domingo or Cuba.



Locating Named Pirates

Pirate havens are randomly located around the map when you create your pirate. Named pirates are also randomly placed, each calling a specific pirate haven home; these will rarely be the same locations from game to game.

Named pirates sail around their home haven, attacking any ship that passes. Their ships are aggressive, especially if you've already unearthed their buried treasure. Aggressive though they may be, named pirates don't stray from their home waters and will only give chase for a short distance.

Finding the precise location of a named pirate can be left to chance, or you can seek a bit of gossip.



Named pirates sail around their assigned home pirate haven.

NOTE

Each named pirate's ship sports his own unique flag.

It is entirely possible to simply stumble upon a named pirate on the high seas. When you do, feel free to either engage him or run like the dickens. If you run, at least you'll know where to find him in the future.



Pirates Defeated



Barmaids know the locations of all nine named pirates.

The more informed way to find a named pirate is to talk to the barmaids in every tavern your pirate enters. Among the many bits of information they impart, they'll often give you specific information about a named pirate's home haven, ship, and dueling abilities.

Battling Named Pirates

Named pirates' ships are tough, fast, and loaded with cannons and happy crew. They tend to be very tough to sink and (with a large crew and expert fencing ability) nearly as hard to board.

Sinking a named pirate's ship is, by the way, a very bad option because of what you lose. Sending the named pirates to the bottom of the sea squanders the ship's gold, cargo, crew, cannons, food, and, of course, the ship itself. Less obviously, sinking a pirate, though impressive to all the countries, is not nearly as impressive as capturing him and his ship (double the increase in opinion).



Unless you're just starting out, named pirates will surely attack your ship on sight. Engage them in battle quickly or turn tail and run.

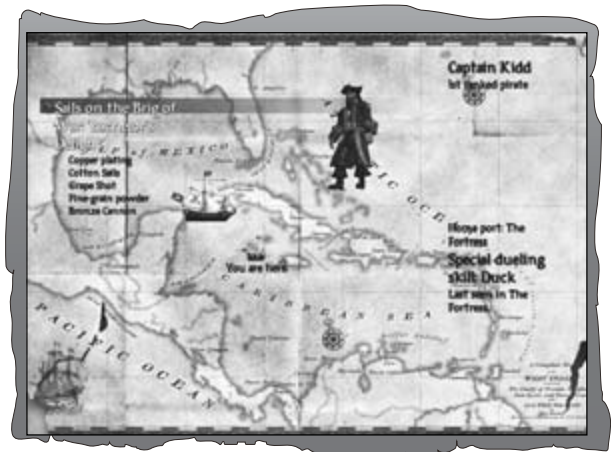


PRIMA OFFICIAL GAME GUIDE

The primary option, therefore, is boarding. Just getting into ramming range of a fast, nimble ship can be extremely difficult due to the ship's quick turning and massive firepower. Your pirate's ship may end up full of water before it can come alongside.

An able sailor, however, should have no problem reaching the pirate's ship with minimal damage and crew loss. Be sure to attack from upwind, reef your sails for better maneuverability, use your ship's best points of sailing for maximum speed, turn frequently to dodge cannon shots, and maneuver behind the pirate's ship where you can't be attacked.

If this harrowing approach is beyond your sailing skills, use chain shot to degrade the pirate's maneuverability or completely disable the ship before boarding.



All information you've collected on a named pirate appears in his mission screen.

TIP

Hunt for named pirates right after a division of plunder. The new crew's high morale (assuming the previous crew was happy with their shares) will enable them to fight better in the boarding battle, and the large infusion of gold will provide a nice morale cushion that'll last a long time.

As for the pirate's crew (which is large and has *extremely* high morale), you can reduce their numbers by bombarding them with round and grape shot. If you are adept at fencing and can quickly dispatch even a fast fencing opponent, the larger crew won't be a problem once your pirate is on board. If, on the other hand, you need more time to defeat a difficult dueling foe, try loading up on crew before going pirate hunting or make a concerted effort to thin the pirate's crew before boarding.



Pirates Defeated

The named pirates are among the best fencers in the Caribbean, so it's prudent to have a large happy crew to buy you fighting time and several special items that enhance your pirate's fencing ability.

Once on board, you must defeat the pirate in a duel. All the named pirates have a special fencing move (defensive or offensive) that makes one of their six moves extremely quick. The barmaid will be able to warn you what to look for. When you best the pirate in this boarding battle, his ship and all in it will be yours.

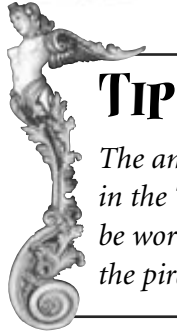


Defeat a named pirate and you'll close the book on his career.



Named Pirates and Their Treasure

Named pirates know if your pirate has found and dug up his buried treasure and will attack much more ferociously and incessantly than otherwise. Get him into sea battle mode fast so your pirate's ship doesn't take too much damage in navigational mode (where you can't fire back).



TIP

The amount of gold in a named pirate's buried treasure is tied to his ranking in the Top 10 list. Thus, when a named pirate falls in rank, his treasure will be worth less. For maximum gold, collect buried treasure before going after the pirate who owns it.



The Top 10 Pirates List

All nine named pirates and your pirate are listed in the Top 10 Pirates list based on their:

- Gold Plundered
- Ships Captured
- Towns Ransacked
- Promotions Earned
- Treasures Found
- Unique Items



The Top 10 Pirates list tells you who the big dogs in the yard are. See what you can do about climbing that list.

Your pirate begins at the bottom of this list and moves up as he accumulates achievements in each of the categories.



NOTE

Your pirate can climb this list without facing a single named pirate, but he won't get any fame points just for topping the list. To get those, he must defeat the competition.

The biggest changes in rank occur when you defeat a named pirate. All his gold is taken (he carries it all on board) and given to your pirate. As a result, he'll immediately drop to the bottom of the list. If your pirate previously ranked below this pirate, he'll move up one slot just from the change of order and perhaps more due to the infusion of gold.

The higher a pirate is on the list, the more dangerous he is, the more gold he carries, the larger his buried treasure, and the better the ship he commands. Thus, if you want your pirate to get rich quick and acquire an extremely powerful ship, take a stab at a top-of-the-list pirate as early as you're able.





TREASURES FOUND



Buried treasure is a major stepping-stone on the path to wealth, but it's also one of the things for which your pirate can become famous. Hidden around the Caribbean are nine buried treasures belonging to the nine named pirates (finding them adds to your pirate's fame) and an infinite number of lesser buried treasures (which offer only wealth, not fame).

This chapter explains how to find treasure and quickly rise in both riches and the annals of pirate history.

How to Find Buried Treasure

Buried treasure can only be found if you have a treasure map (or at least one of the four pieces of a treasure map). It's impossible to stumble upon a treasure until the first map piece is obtained.



A treasure map tells you everything you need to know.



Treasures Found

The sole sources for treasure map pieces are the mysterious travelers in the taverns of every port, settlement, and pirate haven. For a price, they'll sell you a piece of a map and continue to periodically offer pieces until the treasure is found or the map is complete.

NOTE

You receive pieces for only one treasure map at a time, although you may have maps to other things, such as a lost city of gold map.



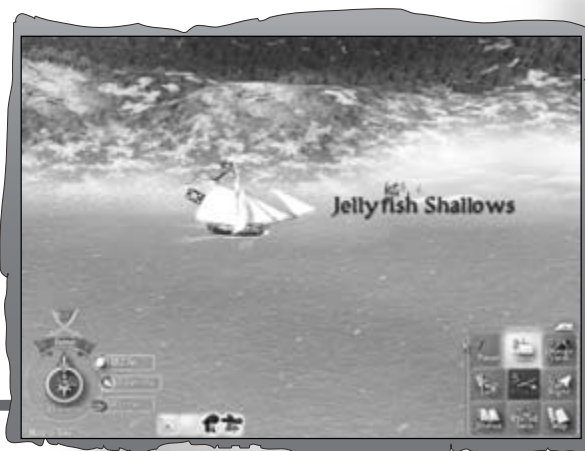
For another piece of the map, seek the mysterious travelers in taverns.

Once you have the first map piece, the search can begin. You needn't, however, have all four pieces to find the spot. Reading an incomplete treasure map takes a lot of luck, skill, and experience, but you'll save considerable gold not having to buy all four pieces from the travelers. Alternatively, you can just stumble onto it if you are exceedingly lucky, but that doesn't happen very often.

Treasure Maps

Treasure maps consist of four pieces that together give all the information you need to find buried treasure. Maps offer the following clues:

Landmarks along the coastline can be seen from your ship. If you can find one of these, your search will be quite a bit easier.





PRIMA OFFICIAL GAME GUIDE

- A description of the nearest port and where, relative to the port, to look for the map's major coastal landmark (e.g., "Search the coast west of Santiago").
- Icons for any ports, settlements, etc. in the vicinity of the treasure. These are essentially very easy to find as landmarks.
- Landmarks visible from the sea. All coastal landmarks have names that appear over them as you sail near in navigational mode. These are the largest hints in treasure hunting once you know what body of land you need to search.
- Inland landmarks visible with the telescope. Try activating your telescope and searching the coast. The distance inland you'll be able to see is determined by which, if any, telescope special items you've acquired. If you can spot a telling combination of inland landmarks, you'll have an idea where to land.
- Inland landmarks not visible by telescope. To find these, you'll have to send an expedition to shore by landing your ship as near as possible to where you think the treasure is.
- X marks the spot. The precise location of the treasure is marked with an X.

NOTE

Treasures and landmarks are placed randomly with each new game, so treasure maps and the locations of treasures and landmarks will vary from game to game.



The telescope reveals some landmarks not otherwise visible from the coast.

LANDMARKS

Landmarks include:

Arch Rocks	Inca Temples
Dead Trees	Indian Totems
Deserted Cabins	Palm Trees
Geysers	Stone Heads



An incomplete treasure map *can* be enough. Lacking any reference to a port or settlement, however, it looks like this map needs one more piece.

Thus, to read an incomplete map, you must know:

1. What port it's near; this is not often available with the first or even the second piece of the map.
2. Once you have that information, knowing where the coastal landmark is relative to the port is helpful but (if the port is on a small landmass) not necessary.
3. If that isn't enough information, search around for coastal landmarks with specific names; you can sail around the coast to spot them.
4. Failing that, look at the shape of the coastline on the map. It may not be exactly representative of the real coastline, but it can provide clues about its general shape.
5. If none of these clues lead to finding the treasure without a long, blind walk, you'll probably need another piece of the map.

NOTE

Coastal landmark names are not unique, so they can't by themselves tell you which landmass you're looking for. Several islands may have a "thunder stone" off their coast.

Hunting for Treasure



If there's no named landmark near the coast, land and look for inland landmarks *near* the coast and find them on the map.

Once the treasure's location is certain, land as close as possible to the coastal landmark. From there, figure out which direction either the treasure or another landmark is in and (using the compass in the lower-left corner of the screen) march in that direction.

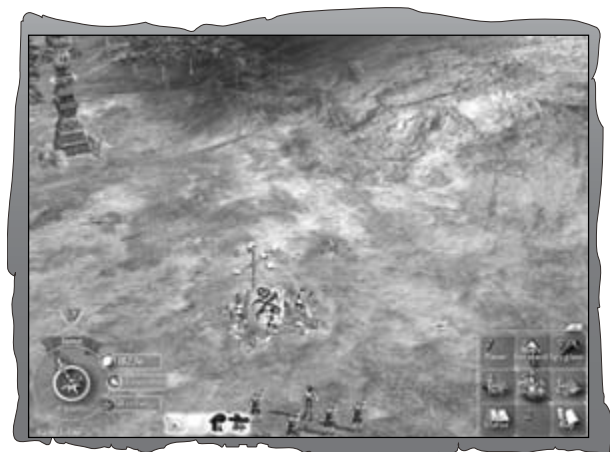




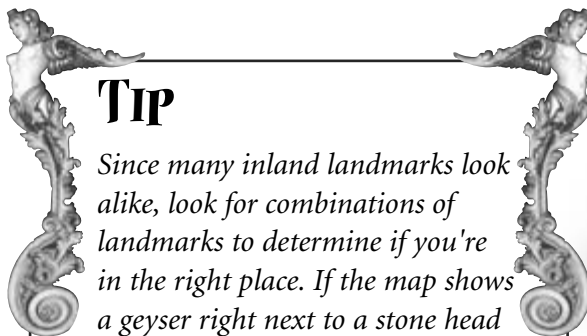
Treasures Found



Clusters of landmarks are very revealing; the more there are, the more likely it is you're on the trail.



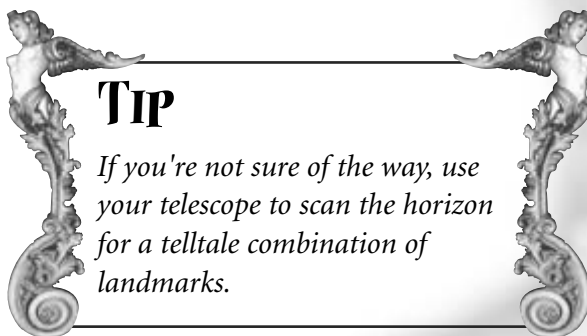
The X won't exactly mark the spot, but this grotesque marker will.



TIP

Since many inland landmarks look alike, look for combinations of landmarks to determine if you're in the right place. If the map shows a geyser right next to a stone head and a deserted cabin but you can see only two of these, your crew is in the wrong place.

Move from landmark to landmark until you can walk directly to the treasure's location. Be on the lookout for the marker: a pile of stones marked with a skull and crossbones.



TIP

If you're not sure of the way, use your telescope to scan the horizon for a telltale combination of landmarks.

When you approach the treasure marker, the crew automatically unearths the gold hidden beneath.



TIP

Once you find the treasure, press the Return to Ship button (**[5]** by default) to jump instantly back to the ship rather than retracing your crew's steps.



Down in the hole, fortune is found.

Once each treasure is found, your pirate gets 1 of 9 fame points for treasure hunting.

NOTE

Where the treasure's owner (one of the named pirates) ranks on the Top 10 list affects the amount of gold in the chest, but not fame points. Every treasure is worth 1 point regardless of the owner's rank.

Bonus Treasure

After all nine treasures are collected, the treasure hunting doesn't stop. Occasionally, mysterious travelers will offer new maps exactly as before. These treasures don't belong to the named pirates so they tend to contain less gold, but they are an alternative source of income.

What these treasures don't offer, however, is fame points. Once you have all 9 treasure hunting points, you can't gain any more fame for the accomplishment (except to the extent that you increase your wealth, which does gradually increase fame).



ROMANCE



Hey, a pirate's life isn't all plunder and gunpowder! It can also be about romance or at least the renown that comes with winning the heart of a breathtaking beauty.

Fame can be built, in part, on your pirate's success in wooing the dozens of governors' daughters who populate the Caribbean's various ports. What matters, however, is not how many he can sweep off their feet but how completely he does so.

This chapter explains the course of romance in *Sid Meier's Pirates!* and how to squeeze the greatest possible fame out of your pirate's amorous pursuits.

Romance Overview

Success in romance can yield up to 8 fame points plus 2 possible bonus points.

NOTE

Every port in which your pirate has at least danced successfully with the governor's daughter will show a number of hearts over its icon in the World Map. These hearts indicate what romance level your pirate has achieved.

Romance: 7/8

Mistress in Eleuthera



Your loftiest romantic achievement and the port where that daughter resides are shown on the Personal Status page.



PRIMA OFFICIAL GAME GUIDE

The goal of the romance game is to marry a governor's daughter. This by itself will, step by step, earn the full 8 points for romance. If, however, the wife is attractive or beautiful, your pirate will earn 1 or 2 (respectively) bonus points for a possible total of 10.

NOTE

Romance is the only part of the fame score that can go above its stated maximum. All other scores, except the potentially infinite fame points earned from wealth, are capped at their posted amounts.

Romance is "scored" based on how far your pirate has advanced in the eight steps to matrimony. Every step earns 1 fame point, and the score specifies the daughter (or daughters) with whom your pirate has advanced the farthest. For example, if your pirate has danced with five daughters (level 1), given a gift to three (level 2), and defeated a jealous fiancé for one (level 4), his romance score will be 4 (the highest current score). If he then reaches level 5 with a *different* daughter, that will become his new score.

NOTE

The Personal Status page shows the current highest score and to which daughter it corresponds, just in case you forget where your pirate's greatest love resides.

Beauty is in the Eye of the Famous




Governors' daughters come in every nationality, but what matters is their appearance. A daughter can be plain, attractive, or beautiful.

When you create your pirate, the daughter at every port is randomly designated one of the three levels of appearance. Most of the daughters will be plain, somewhat fewer will be attractive, and a precious few will be beautiful.

NOTE

One of the many factoids the tavern's bartender will share is in which ports beautiful daughters can be found.

The beauty of a daughter is important for several reasons:

-  The rank you need to get an invitation to the ball increases by two levels based on the attractiveness of the daughter.
-  Marrying an attractive daughter is worth 1 bonus fame point.
-  Marrying a beautiful daughter is worth 2 bonus fame points.



If you've been introduced to a governor's daughter, the port description will thereafter remind you what she looks like.



Bartenders know where the nearest beautiful daughter lives.



PRIMA OFFICIAL GAME GUIDE

- Plain daughters give information, primarily on the locations of fugitives you can capture to earn gold and endear yourself to the daughter's country.
- Attractive daughters give a choice of special objects for free.
- Beautiful daughters give more important information like the locations of imprisoned family members or major villains and fugitives with higher bounties. Once you rescue a beautiful daughter from her kidnapper, she and all other beautiful daughters will also give you pieces of maps to lost cities of gold whenever you dance extremely well with them.
- Your pirate can dance with a wife any time he visits (not so with other daughters). If that wife is beautiful, repeated dancing will get your pirate pieces of lost city maps.

The Arc of a Love Affair

The course of wooing a governor's daughter covers eight steps, each with its own challenges. You may, of course, pursue this course with as many daughters as you see fit, but only the highest among them will count as your score. For the purposes of this description, let's assume there's just one daughter (you gentleman, you).

STEP 1: SUCCESSFUL DANCE (1-3 FAME POINTS)

To even get on the dance floor, you must first get an invitation to the ball. Invitations are given based on either your pirate's rank with the daughter's country (higher ranks are required for attractive and beautiful) or the possession of stylish headgear. To learn how to get this invitation and dance well, see chapter 6.

How many points you get in this phase depends on the attractiveness of the daughter:

Plain: 1 point

Attractive: 2 points

Beautiful: 3 points



Once your pirate ranks highly enough for an invitation, daughters will invite your pirate to dance.



This reaction is good enough to move to the next phase of your relationship.

If you can direct your pirate to dance with acceptable success (the hand-kiss result), you'll complete the first step of romance and earn 1 fame point.

STEP 2: GIVE GIFT (1 FAME POINT)

When your pirate next visits the same daughter, she strongly hints that a gift of jewelry would be most welcome.

Give her either a Ruby Ring or Diamond Necklace to complete this step and earn the next fame point.

NOTE

Both items advance the relationship, but the Diamond Necklace will garner a more valuable piece of information in return.



It's true; jewelry is the way to a woman's heart.

STEP 3: LEARN OF JEALOUS FIANCÉ (1 FAME POINT)



Count Cræmmir, I was so hoping you would return. However your generous gift has come to the attention of my fiancé, a very jealous senior lieutenant. In fact he has challenged you to a duel upon your next visit!

The next time the pirate visits the governor, the daughter is distraught. Her beastly fiancé has learned of your gift and is insanely jealous. The next time you call, you must duel with the fiancé.

The fiancé is on the warpath. Be ready next time.

STEP 4: DUEL THE FIANCÉ (1 FAME POINT)



When you return, agree to duel with the fiancé around the garden fountain.

If you're defeated in this fight, all progress with the daughter is reset and you must begin from step 1.

Face off against the fiancé to banish your pirate's rival.



Blow the fight and the daughter will suddenly lose interest.

Victory leaves the fiancé with a bump on the head and a broken engagement and earns your pirate 1 fame point.

STEP 5: DANCE SUCCESSFULLY AGAIN (1 FAME POINT)

The next visit brings another invitation to the ball. Again, the level of dancing success earns your pirate either information or an item (depending on the attractiveness of the daughter).

Failure in this dance resets the romance back to square one.

STEP 6: DAUGHTER KIDNAPPED (1 FAME POINT)

The governor is beside himself about his daughter's kidnapping. Be a gent and fetch her, would you?

On your pirate's next visit to the governor, you learn that she's been kidnapped by the evil Colonel Mendoza. As with your quests to find family members (see chapter 12), you must try to catch up with Mendoza as he moves from port to port.





PRIMA OFFICIAL GAME GUIDE

Go first to the port mentioned by the governor and talk to the tavern's bartender. He'll report either that Mendoza hasn't arrived yet or that he's already left for another port.

Set sail and continue to pursue Mendoza to the next port (or wait for him to arrive), checking in with the bartender in the next port if you don't encounter Mendoza's ship en route. If he's moved on again, continue the pursuit. And so on.



Keep an eye out for Mendoza's large Spanish ship (marked with the label "Evil.")



Oh dear Count Craemmir, I dreamt every night that you would come to rescue me! Let us return to my father in Eleuthera and speak of our future together.

Duel Mendoza to a surrender and you'll find the abducted daughter in the captain's quarters.

Once you catch up to Mendoza, board his ship and defeat him in a duel. Emerge victorious and you'll rescue the daughter and earn another fame point.

NOTE

If your pirate is married, it's still worthwhile to pursue other daughters through this stage because of the large gold prize and killer ship you'll win by defeating Mendoza.



STEP 7: RETURN DAUGHTER TO GOVERNOR (1 FAME POINT)

Sail back to the daughter's home and visit the governor. The daughter intimates to her father that your pirate will have something to ask when he next visits (hint, hint). For her successful return, you receive 1 fame point.



Father and daughter are reunited. Could there be wedding bells in the future? The daughter thinks so.

NOTE

After this step, things change.

Once you've rescued and returned your first beautiful daughter from her kidnapper, any time your pirate dances with a beautiful daughter and gets the spin-and-dip result, you'll get another lost city map piece (unless you have a fully assembled map awaiting location of the actual city).

Since you only get to dance with non-wife beautiful daughters on first meeting and once before she's kidnapped, there are limited opportunities to earn pieces per beautiful daughter.

Wives are, however, different. Once your pirate is married, every time he goes back to his wife's port, she'll invite him to dance. Thus, you can get all four map pieces quickly by visiting, dancing, and leaving four consecutive times. Ain't marriage grand?

Also, once your pirate is married, no romance with any other daughter will get past this stage and you won't be able to dance with them again.



STEP 8: MARRIAGE (1 FAME POINT)

On the next visit, your pirate is given the opportunity to ask the governor for the daughter's hand in marriage. If you follow through, the wedding goes forth.



Will the governor say yes?



Hurray! I love weddings...and fame!

Thus, by marrying an attractive or beautiful daughter, you can earn more than the standard 8 fame points earned for marrying a plain daughter.



It's crucial to understand that once you marry a daughter, the romance game is over and you can't improve on your score. Thus, if you marry a plain daughter, 8 fame points is all your pirate will ever get for romance. Since there's no remarrying allowed, it might be better to work a bit harder and hold out for a beautiful daughter and the 2 extra fame points.

NOTE

As noted above, one of the benefits of marriage is the ability to dance with a wife every time your pirate visits the governor and get a lost city of gold map each time you get the spin-and-dip result. Some may say it's shallow, but the benefits are unquestionable: marry a beautiful daughter!



RELATIVES RESCUED



So, your pirate isn't just a fighter and he isn't just a lover. He's all about family and there's nothing that feeds a pirate's legendary fame quite like rescuing abducted family members.

This chapter describes how to track down Baron Raymondo and locate and rescue your pirate's four abducted relatives in their secluded prison shacks.



Relatives Overview

Finding your pirate's four relatives earns your pirate 4 fame points each for a total of 16. Tracking them down is a matter of chasing the evil Baron Raymondo (up to four times for each relative) to get pieces of treasure maps (four pieces each) that lead to where the relatives are being held.

Once each relative is found, he or she will provide important information needed to earn a different category of fame point (see chapter 13).

Starting the Quest: Where's Raymondo?



It all starts with a tip about your family.



Relatives Rescued

The quest for a relative starts when someone gives your pirate information about the whereabouts of Baron Raymondo. This information can come from several sources:

Mysterious Travelers: For a hefty price in gold the travelers pass on a tip.

Beautiful Daughters: After a hand-kiss, successful dance, or after the presentation of a gift they'll bestow information.

Jesuit Monks: Talking to the abbot at a Jesuit mission will often yield information, but only if the Jesuits aren't hostile to your pirate.



The quest map for Raymondo shows his last known location or destination and any details about him or his ship you've picked up in the interim.

Once you have the baron's last known location, other people (barmaids, plain daughters, etc.) will fill in other details, such as on what ship Raymondo is sailing.

Chasing Raymondo

The next step is to chase down Raymondo as he moves from port to port. Sail immediately to the first port you've been given, keeping an eye out for his ship on the way.



If Raymondo has moved on, the bartender will know where to go next.

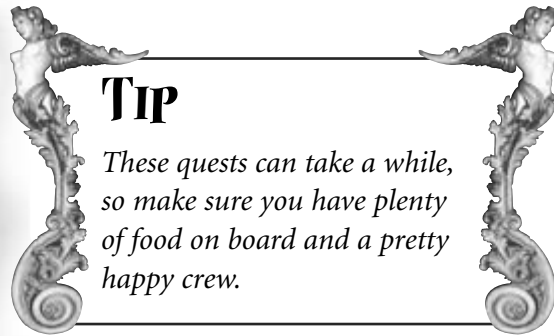


NOTE

You don't necessarily have to go to the first port to find out if Raymondo has already moved on. If you don't start chasing Raymondo right away and you dance successfully with a beautiful daughter, she may volunteer an update that'll save you a lot of time.

At the port, go immediately to the bartender, who'll inform you of where Raymondo is now. He'll either still be on his way or en route to another specified port.

If he's moved on, proceed to the next port, again, watching for his large Spanish ship on the way.



TIP

These quests can take a while, so make sure you have plenty of food on board and a pretty happy crew.

It may take a few jumps to finally catch up with Raymondo, but you'll eventually find his ship dashing between ports. When you do, engage him in battle from the direction of the wind.



Raymondo sails in a large Spanish ship. Just look for the big "Evil" label and his distinctive flag.



Relatives Rescued



Raymondo will likely be the best swordsman you've faced thus far. Be patient and defensive and you should get the better of him.

Board Raymondo's ship and defeat him in a duel. He's an extremely quick swordsman, so be ready for a tough fight.

NOTE

There is no crew battle when you fight Raymondo, so you have as much time as you need to defeat him. Be patient and defensive and do most of your damage on counterattacks after successful parries, jumps, and ducks.

As your prize, he gives you one of four pieces to the map to find your first relative and you'll earn 1 of the 4 fame points for tracking down the current relative (1 point per map piece).

NOTE

If you divide the plunder, you'll lose Raymondo's trail and will have to start from the beginning with your new crew. This is true of anything that wastes several months (imprisonment or marooning).



When he surrenders, he gives up one of four map pieces.

Raymondo has a knack for escaping each time you locate him. To get all four pieces of the map, you must track him down in exactly the same way three more times to find the first relative.



Relative Maps

Relative maps work exactly like treasure maps, so consult chapter 10 (Treasures Found) for details and tips.

It is important to repeat, however, that you may be able to find your imprisoned relative without getting all four pieces to the map. If you can deduce the location from fewer than four pieces, you may skip finding Raymondo again and go immediately to rescuing your pirate's relative.

You will, of course, receive the full 4 fame points for rescuing the relative no matter how many map pieces you collected. It pays, therefore, in time saved to learn to read incomplete maps and succeed with less than the entire picture; chasing Raymondo consumes a lot of time.



Relative maps are just like treasure maps. If you can find the location with less than the full map, it'll save you *a lot* of time.

NOTE

Relative maps stay with your pirate after a division of plunder, marooning, or imprisonment.

TIP

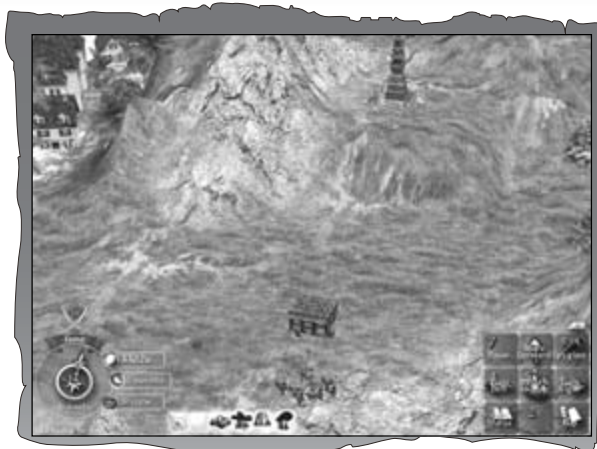
On the other hand, getting all four map pieces may be time consuming, but doing so means you get to plunder Raymondo's very rich ships four times. Tough choice.



The Rescue

When you figure out the location of your relative from the map, land your ship at the nearest coast and send a landing party to do the actual rescuing.

Relatives are imprisoned in small wooden shacks. Approach with your crew and the deed is done.



Hunt for the prison shack to make a daring rescue.

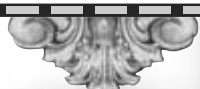


The grand reunion. It's its own reward but also opens a new venue for adventure and fame.

When the relative is safely found, your pirate will have 4 fame points (including points for however many map pieces you needed) and the relative will inform him of the whereabouts of the big super villain: Marquis Montalban. See chapter 13 (Villains Avenged) for more about him.

NOTE

Dividing the plunder, imprisonment, or marooning will also cause you to lose track of Montalban, but the trail can be found again if you dance successfully with a beautiful daughter. If your pirate has a beautiful wife, it's easiest to find her since she'll dance every time he visits.





VILLAINS AVENGED



Evil though Baron Raymondo is, he's no match for the biggest, baddest uber-villain of all: Marquis Montalban, the man who wronged your family and started you on your current path. So evil is he that he has his own category of fame points.

This chapter explains how to find him, defeat him, and earn all 10 fame points for exacting vengeance upon him.

Vengeance Overview

To earn all 10 fame points for defeating Montalban, you must do a little of everything.

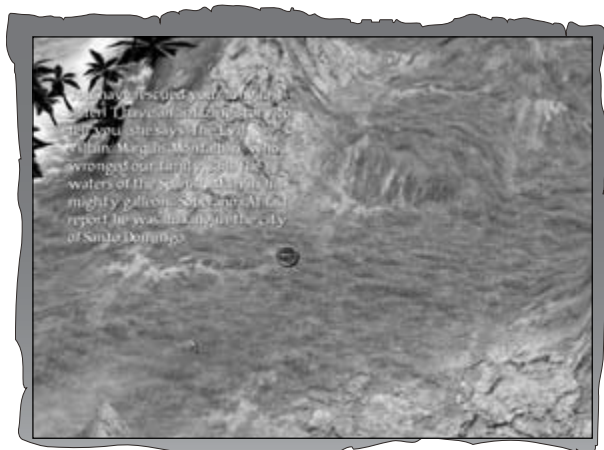
Finding him means first locating up to four of your pirate's imprisoned relatives (see the previous chapter). After getting each clue you must hunt him down and get one of four map pieces.

The map leads to Montalban's secret hideout. Find it, defeat his forces in a land battle, and then best him one last time in sword combat.

Only by doing all these things will your pirate's vengeance be complete.



Locating Montalban



Rescued relatives clue you in to the man behind it all.

Every time you rescue a family member from imprisonment, the grateful relative tells you of Montalban's current whereabouts.

NOTE

If your pirate is imprisoned or marooned or the plunder is divided, you'll lose track of Montalban. To find him again, try for spin and dip reactions from dancing with daughters.



If you lose the villain's trail, dance extremely well with a beautiful daughter.

Just as in hunting down a daughter's kidnapper or Baron Raymondo, you must follow Montalban from port to port, keeping up on his movements by talking to helpful bartenders, until you intercept his ship.



PRIMA OFFICIAL GAME GUIDE

Bartenders are, as usual, your source for keeping up with a villain.



Montalban's ship is hard to miss, what with the "Evil!" and all.



Montalban is the fiercest dueler of all, with a quick thrust and extremely quick overall speed.

Board his ship and fight him one on one. Fight defensively, doing most of your damage with counterattacks after successful blocks.



Villains Avenged



Each time, Montalban slips from your grasp. Fortunately, he leaves behind something that will help you find him.



The treasures on Montalban's ships are, by themselves, worth the trouble of chasing him.

When you drive him back as far as he can go, he'll escape, leaving behind one of four pieces of the map to his hideout.

Repeat this process to obtain all four parts of the map. Find a relative, chase down Montalban, board his ship, and defeat him in a duel. Each of the four map pieces is worth 2 fame points.

If you can deduce the location of his hideout from less than the entire map, it will save you considerable time and effort, so study the map as it develops for revealing clues (see chapters 10 and 12). All 10 fame points will be credited to your pirate if you find the hideout with fewer than four map pieces.

Reading the Map

When you have all four parts of the map or at least enough parts to know where Montalban's hideout is, search for him.



Montalban's hideout map is just like a treasure map.



Maps to Montalban's hideout function exactly like treasure and family member maps in their use of landmarks and random generation. Like other maps, they persist even after a division of the plunder, imprisonment, or marooning.

Assaulting the Hideaway



The first step in capturing Montalban is a land battle featuring a large contingent of Indian troops. Prepare for this throwdown by building up a large crew en route to the hideaway; the more men you have behind your pirate, the easier the battle will go.

To get inside the hideout, you must defeat or get past Montalban's loyal forces.

TIP

Montalban doesn't employ any colonial units, only native fighters. These are basic units but they're plentiful and pretty good at close combat. What they lack, however, is a high starting morale, meaning they'll flee readily if damaged. Get your troops into the woods for protection and use flanking moves whenever possible.



As in all land battles, use the woods to your advantage and bring in a large crew for the fight so you'll have enough units to overwhelm the defenders.

NOTE

For tips on land battles, see chapter 6.



A good strategy should make short work of Montalban's land forces

When you vanquish the Indian forces or just slip a unit behind the lines to the gate of the hideaway, the land battle ends.

The Final Duel

Inside the hideaway, your pirate must defeat Montalban one last time in a one-on-one swordfight.



Montalban awaits on the ramparts.



LOST CITIES



Hidden deep in the jungles are four lost Indian cities said to be made of gold. Find them and their massive payoff, in both the brain-shattering volume of gold and the voluminous fame points, will bring your pirate unmatched glory.

This chapter reveals the secrets to finding the rich hidden treasures.

Lost Cities Overview

Lost cities are essentially very lucrative treasure chests. Four await discovery around the map, and each can be located once the first piece of its map is acquired.

To obtain pieces of these maps, your pirate must be a very proficient dancer and know where all the loveliest governors' daughters reside.

Getting the Map Pieces

The secret to getting lost city maps is romancing a beautiful governor's daughter.



Once you rescue a governor's daughter, she'll share a piece of a lost city map.



TIP

Given the importance of dancing and dancing extremely well, it certainly pays to get every advantage.

Wit and Charm skill will allow your pirate to pursue a beautiful daughter two ranks sooner, and the upper-level Ostrich Feather Hat lifts rank requirements altogether.

For the dancing itself, the Calfskin Boots or (far better) the Dancing Slippers are invaluable for reliably achieving the crucial spin-and-dip result.

Once you rescue one (any one) from her kidnapper (see chapter 11 for the steps in a romance), all beautiful daughters will offer a lost city map piece if you dance with them very successfully. Successful dancing means, of course, making very few mistakes and performing enough flourishes to get the spin-and-dip response.

NOTE

See chapter 6 for more on dancing.



Dance gracefully enough to nab the spin-and-dip reaction and the beautiful daughter will reward you with the most valuable information of all.



Lost Cities



Once word spreads of your pirate's romantic exploits, his dancing will usually yield a lost city map piece from any beautiful daughter.

From then on, any time you earn the spin-and-dip with a beautiful daughter, you'll receive a lost city map piece. Each map piece is worth 1 fame point.

TIP

To quickly find all four pieces of a lost city map, it pays to have a beautiful wife. If your pirate marries a beautiful daughter, she, alone among all the governors' daughters, will eternally dance with your pirate every time he visits; other daughters offer only two chances to dance.

Thus, you can get all four pieces by visiting her port, dancing very successfully, exiting the port, and returning and repeating the process until you have all four pieces. Given the titanic payoff for finding lost cities, this tactic will get you more gold and more fame more quickly than anything else in the game. Plus, a crew with four lost city treasures in their hold will be very happy for a very long time.



Reading the Map

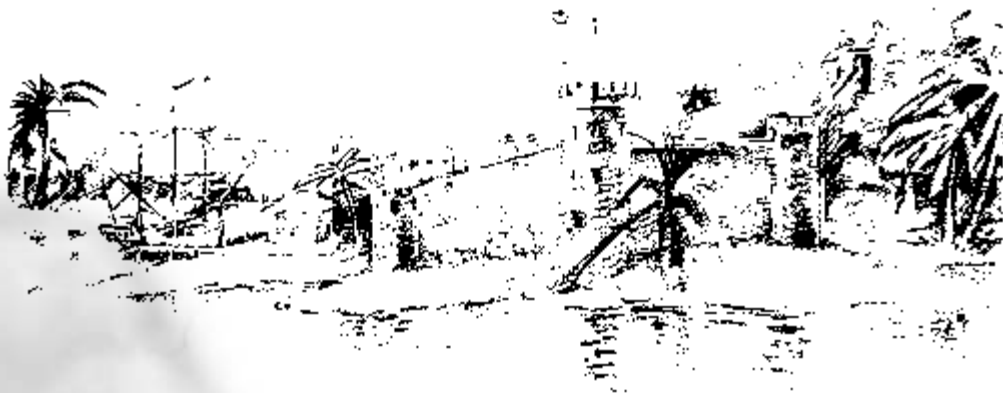


Lost city maps will be familiar if you've searched for treasure, a lost relative, or Montalban's hideout.

Lost City maps are identical to all other maps, using proximity to a major port and landmarks along the coast and inland to guide you to the mark. Like all other maps, lost city maps remain even after you've been jailed or marooned or have divided the plunder.

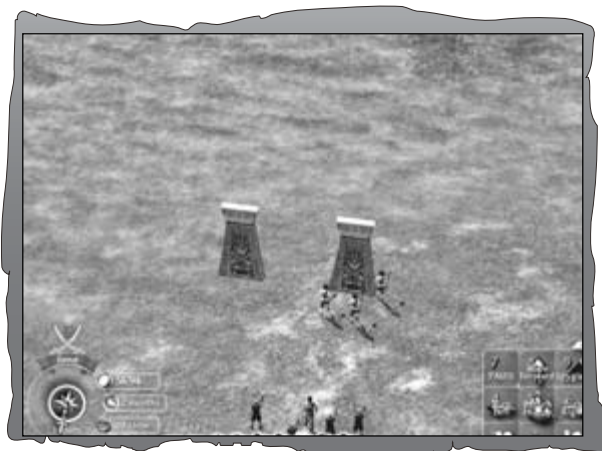
NOTE

See chapter 10 for tips on following treasure maps.





Finding the Cities



These pillars are all that's left of the lost cities of gold. Find them, and you'll find the treasure.

Once you know where to look, anchor your pirate's ship near the coastal landmark and march a landing party inland.

When they find a pair of ornate pillars, they've come to the right place.

When you find a lost city of gold, its fortune is transferred to your ship's hold and your pirate gains all 4 fame points for finding the city (regardless of how many map pieces you found and used).



Looks like gold baths for everyone tonight!

